

The Emergence and Impact of Intelligent Machines

Ray Kurzweil

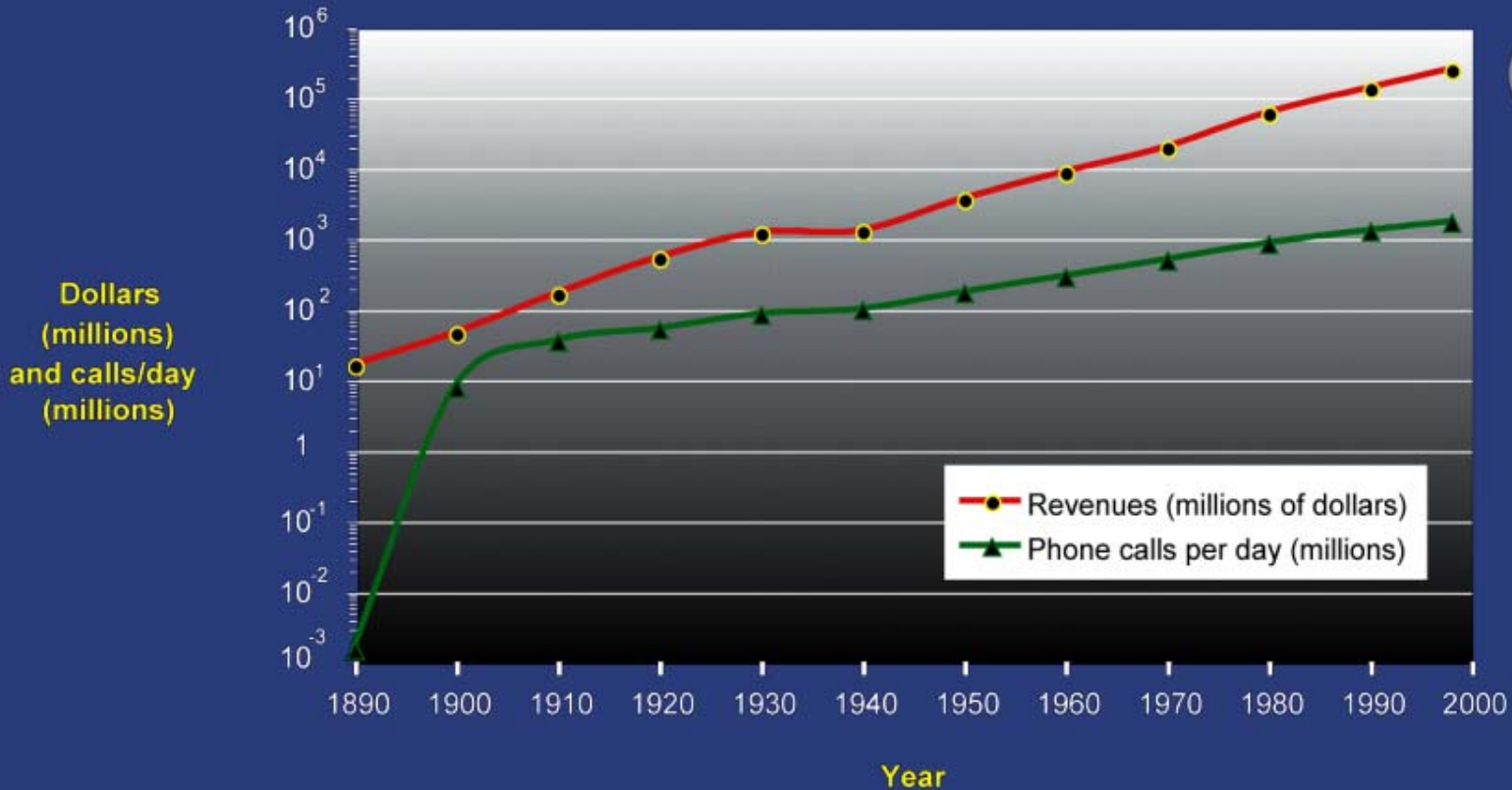
September 23, 2003

Lincoln Lab, MIT

High Performance Embedded Computing Workshop

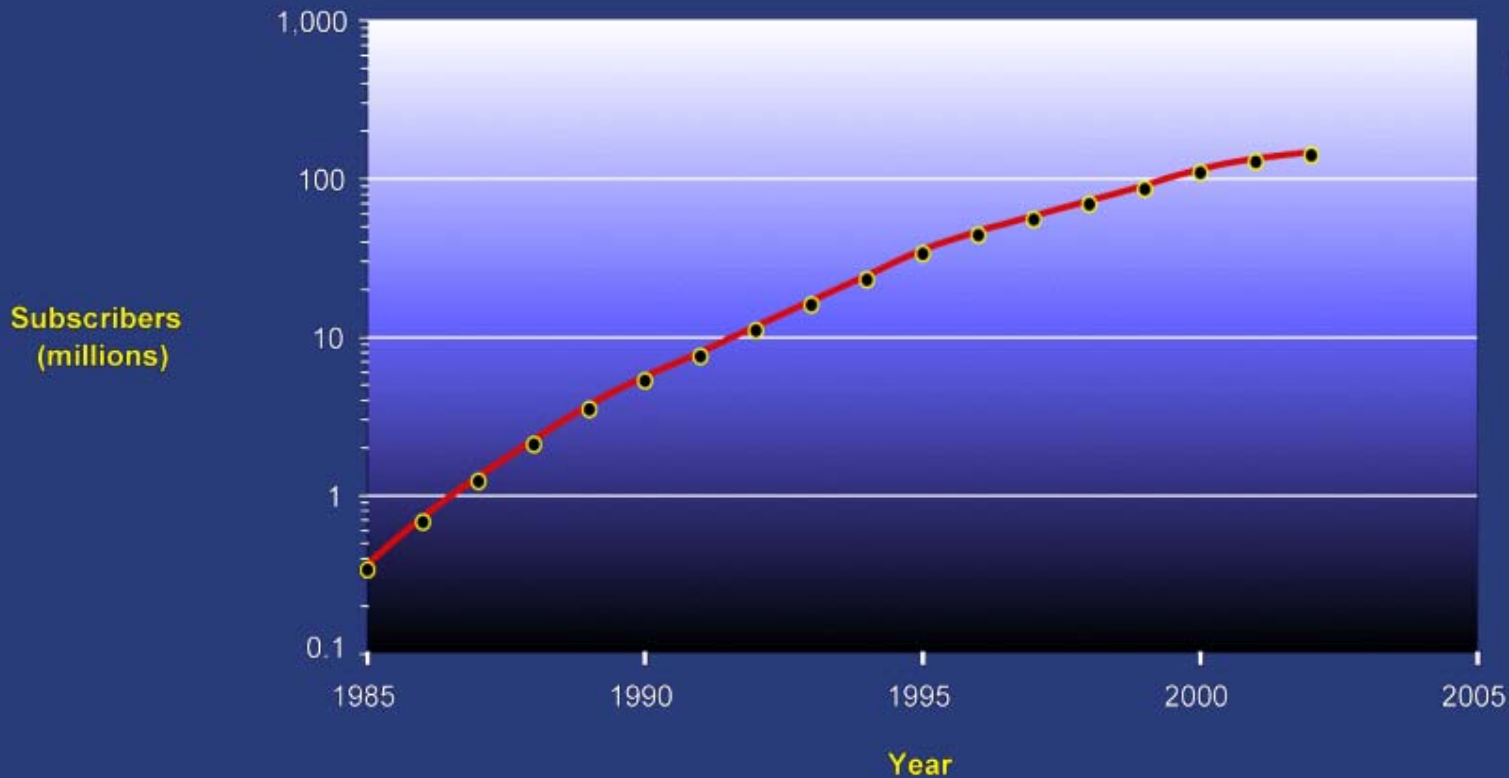
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Growth of U.S. Phone Industry



Source: AT&T Labs

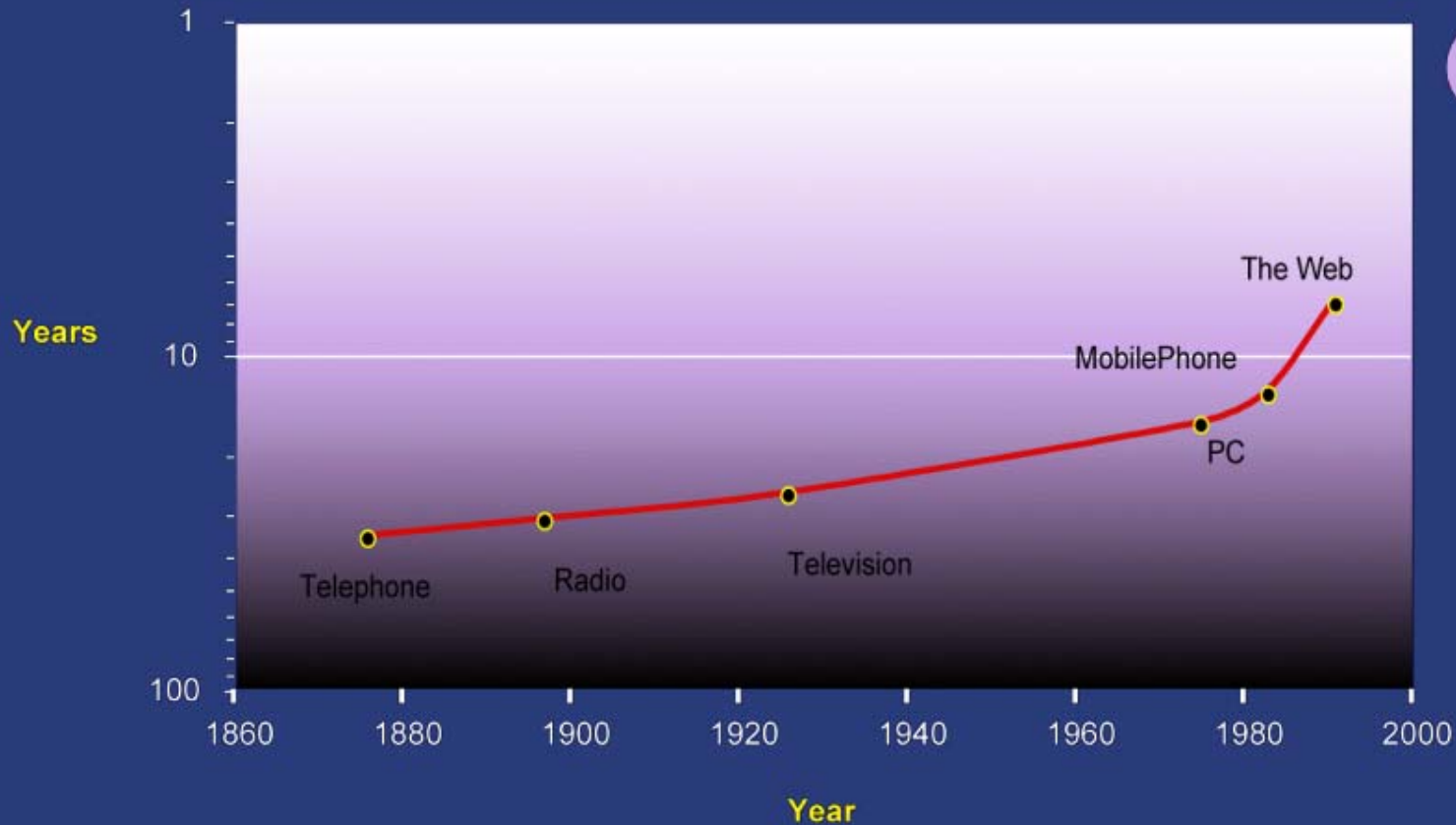
Estimated U.S. Cell Phone Subscribers



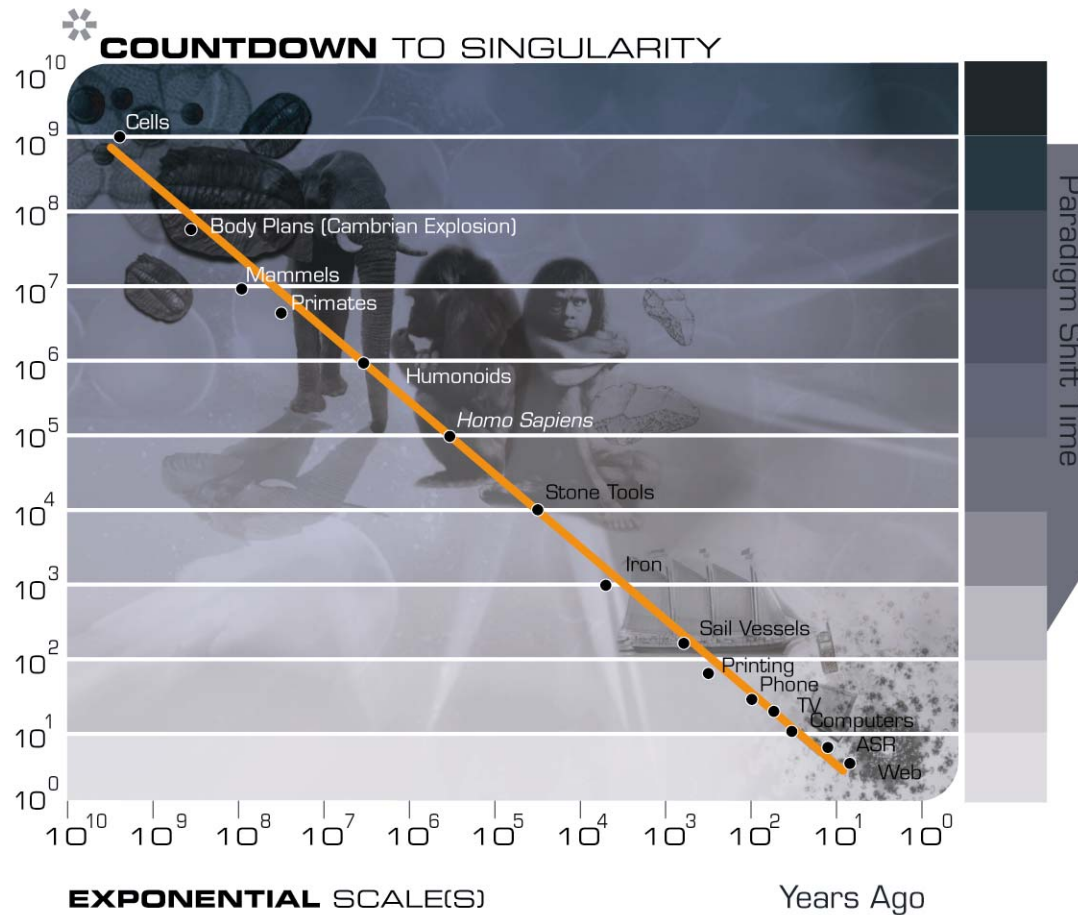
Source: Cellular Telecommunications & Internet Association

Mass Use of Inventions

Years Until Use by 1/4 U.S. Population

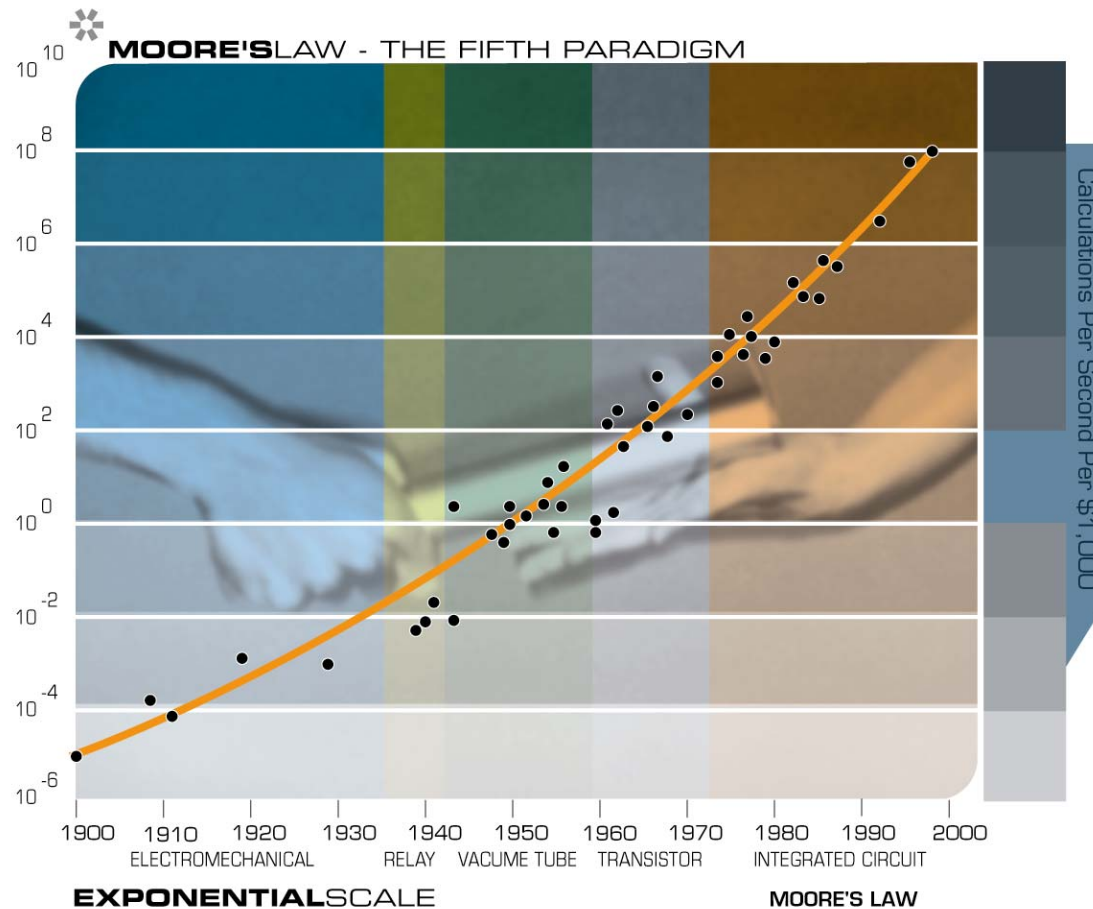


Source: The Millennium Notebook, Newsweek



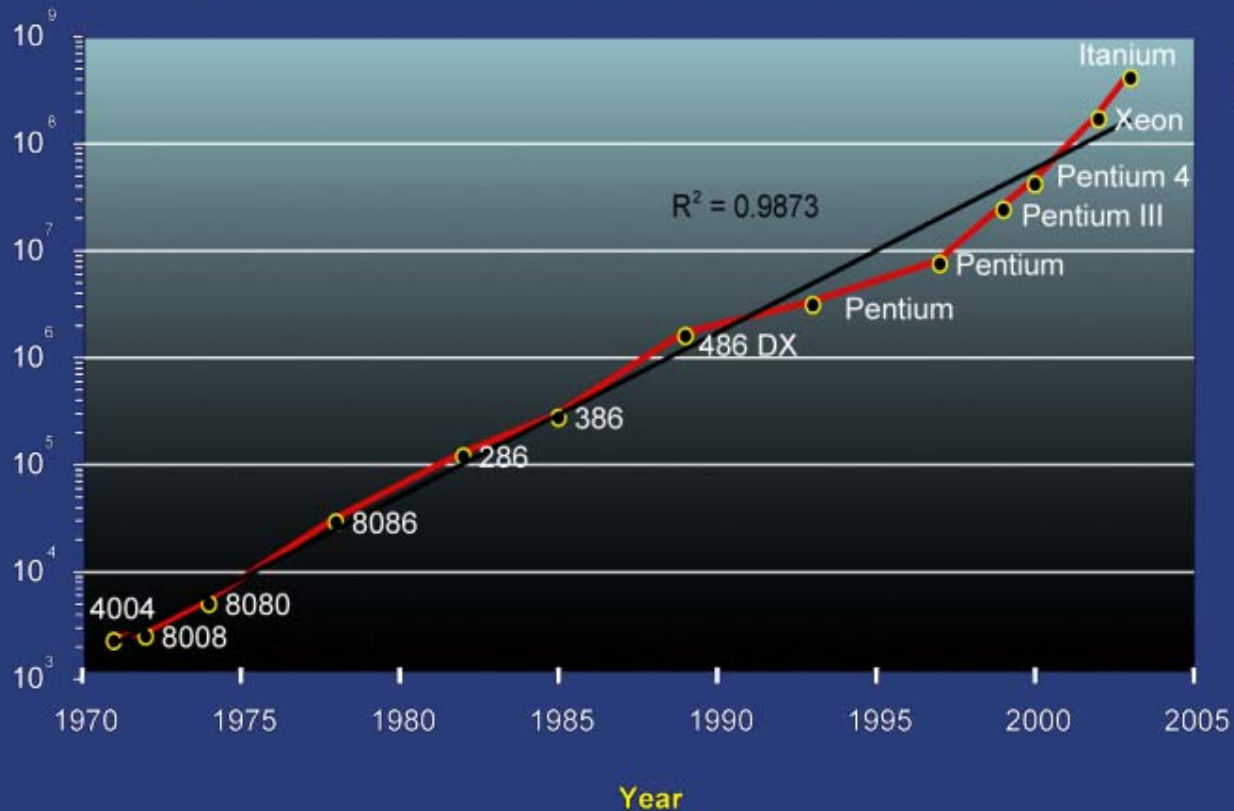
Measure	IBM 7094	Notebook Circa 2003
Year	1967	2003
Processor Speed (MIPS)	0.25	1,000
Main Memory (K Bytes)	144	256,000
Approximate Cost (2003 \$)	\$2,000,000	\$2,000

22 Doublings of Price-Performance in 36 years, doubling time: 19 months
not including vastly greater RAM memory, disk storage, instruction set, etc.



Transistors (Intel processors)

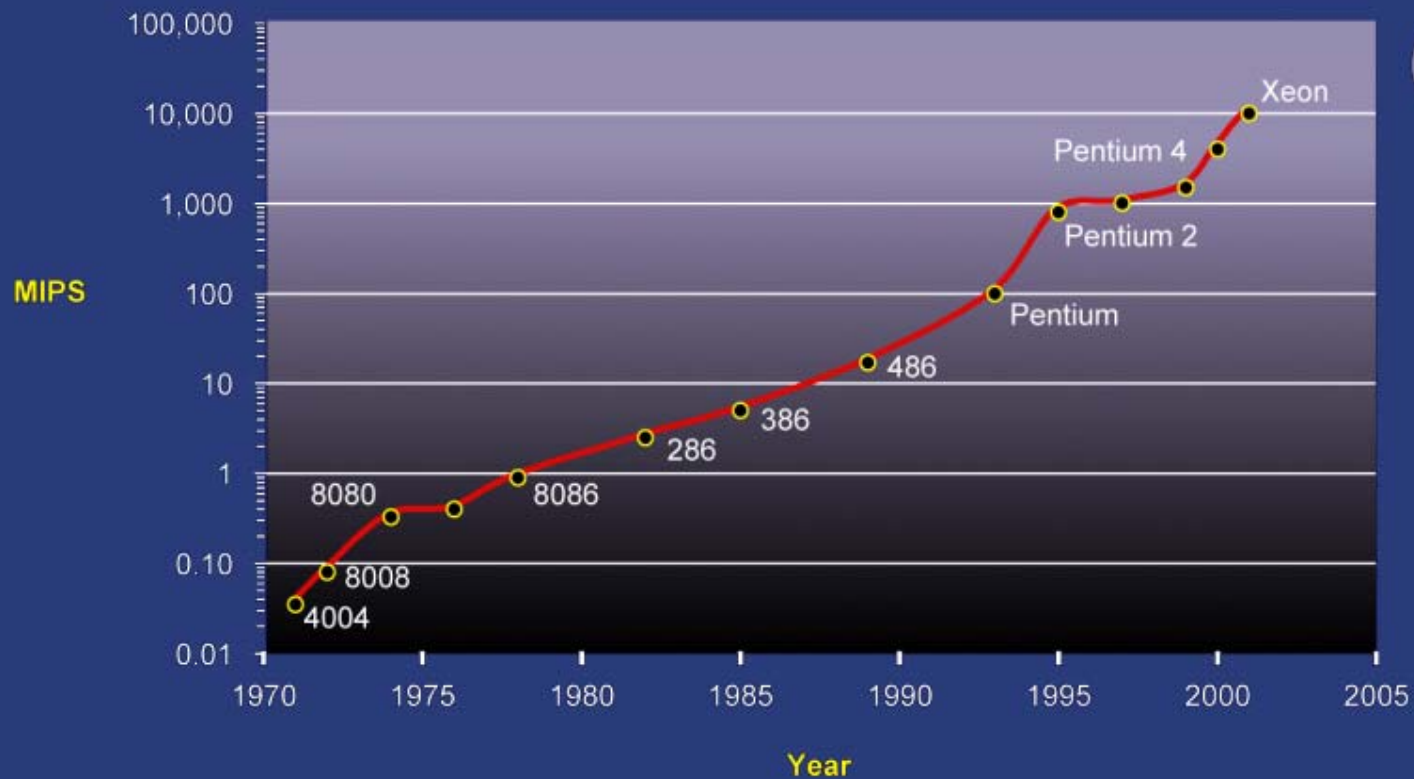
Transistors
per chip



Source: Intel Research

Doubling time: 2 years

Processor Performance (MIPS)

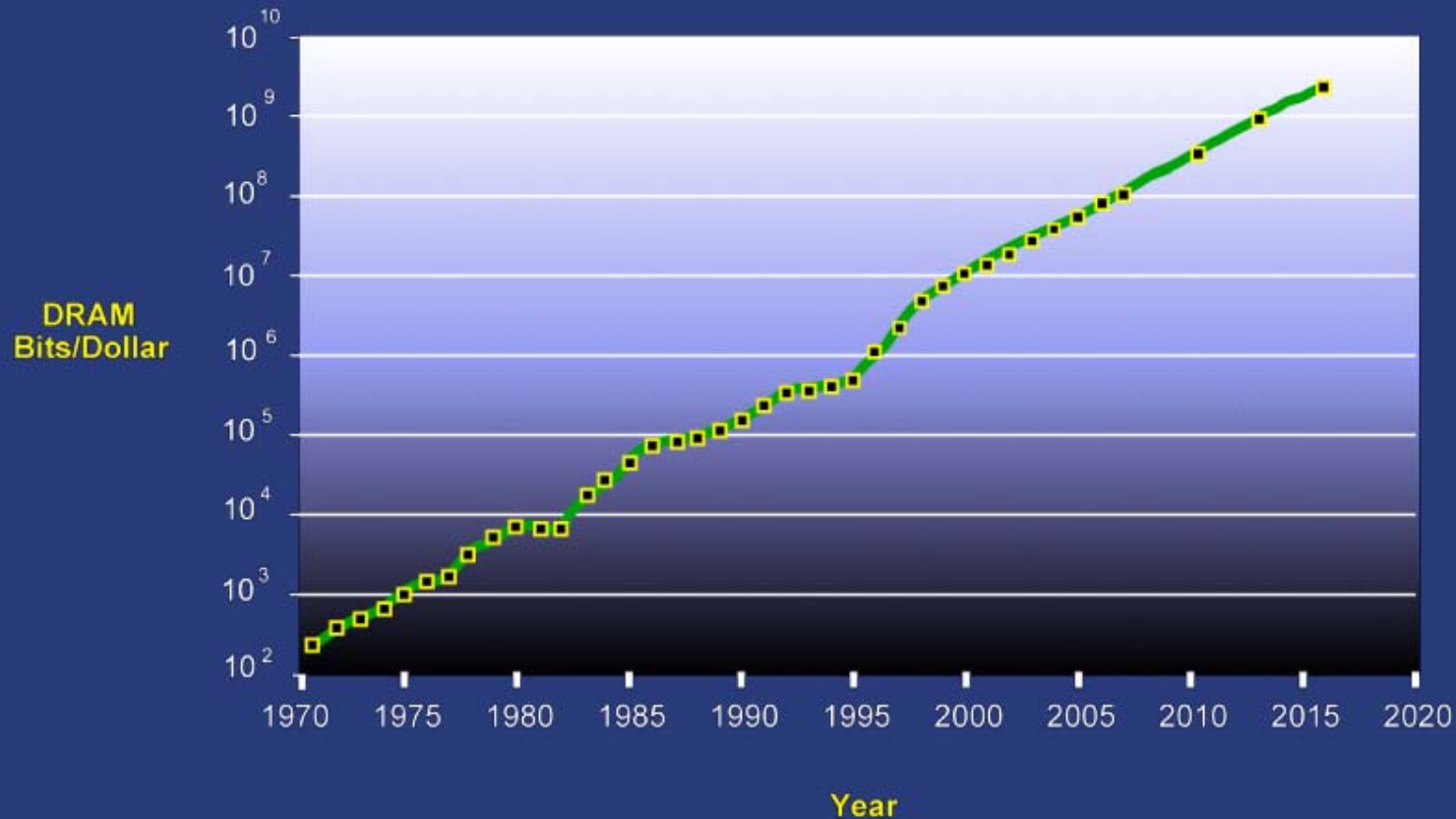


Source: Intel

Doubling time: 1.8 years

Dynamic RAM Memory

Bits per Dollar at Production



Source: SEMATECH ITRS Roadmap

Doubling time: 1.5 years

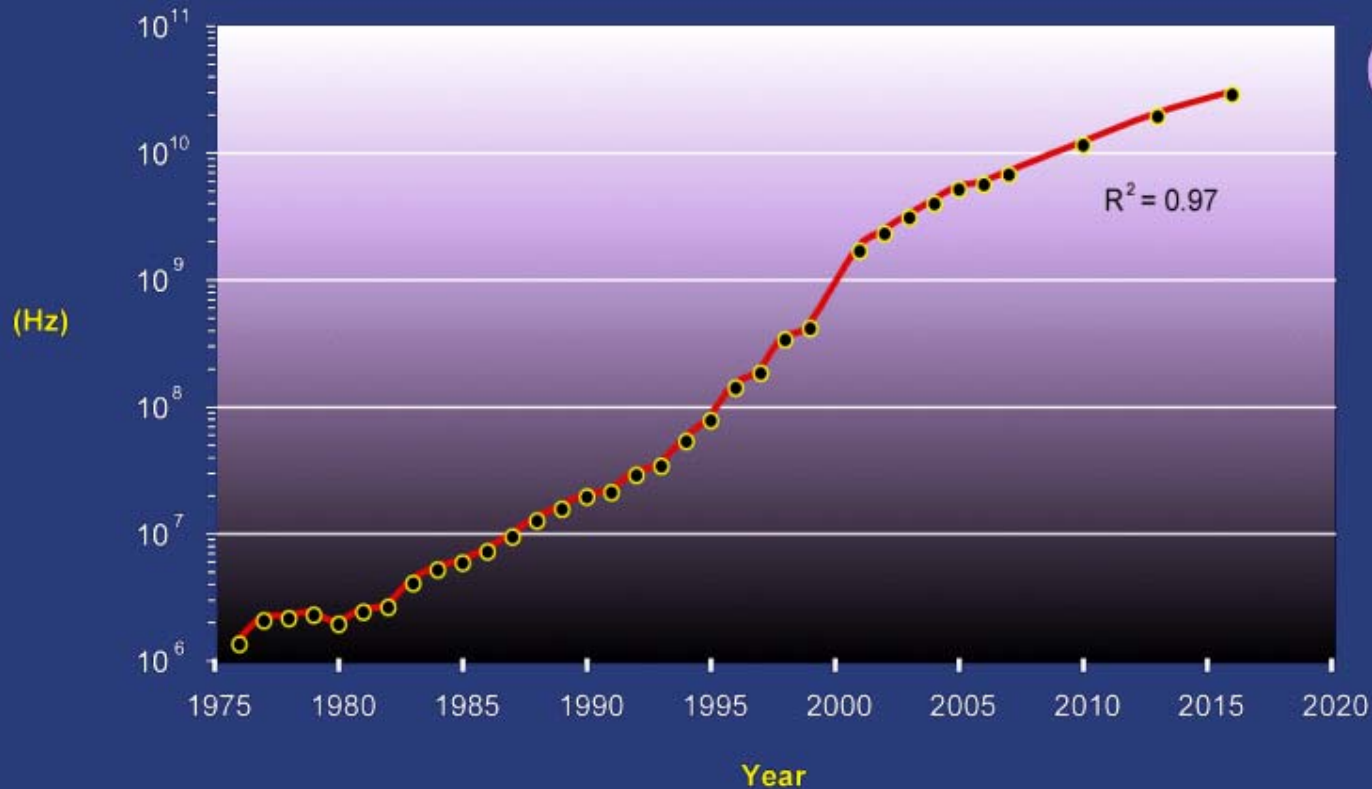
Average Transistor Price



Source: Dataquest/Intel

Halving time: 1.6 years

Microprocessor Clock Speed



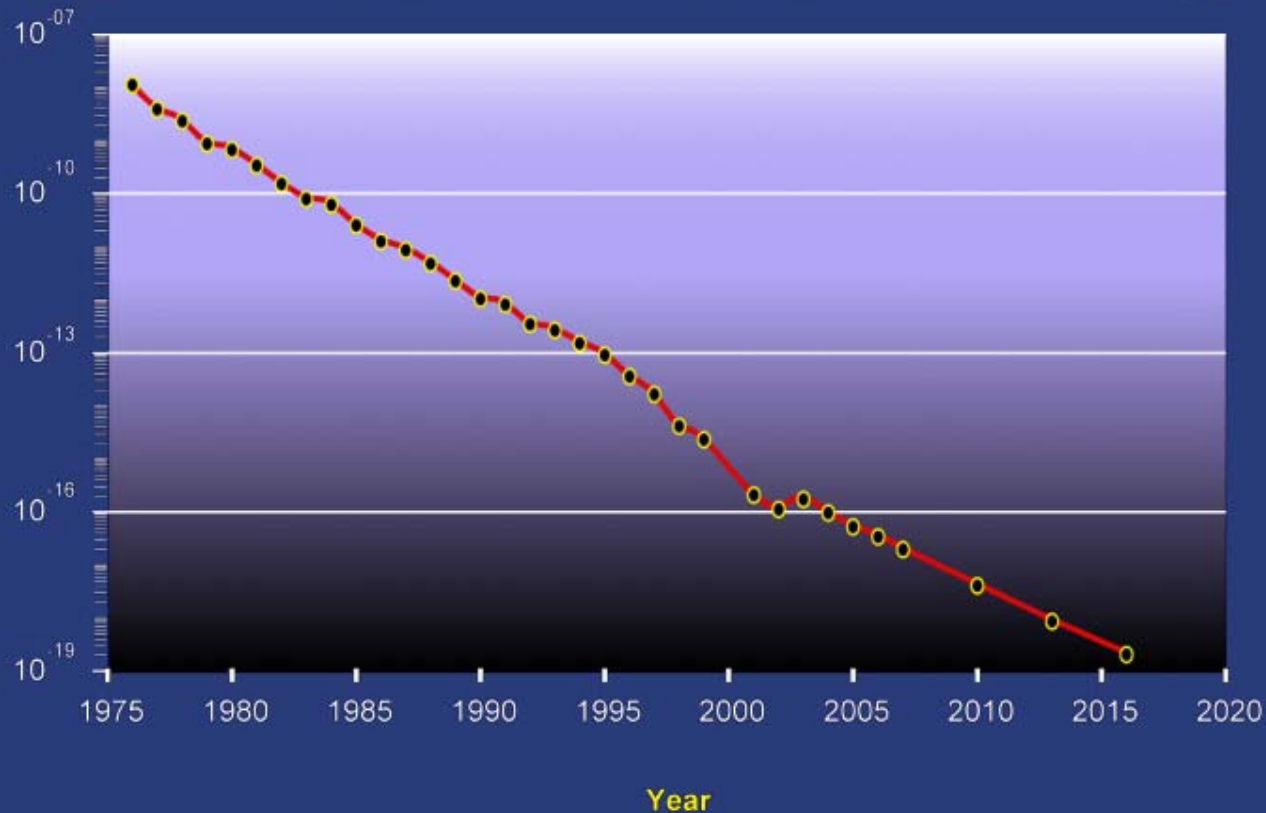
Sources: Berndt et al., ITRS

Doubling time: 2.7 years

Microprocessor Cost Per Transistor Cycle

Logarithmic Plot

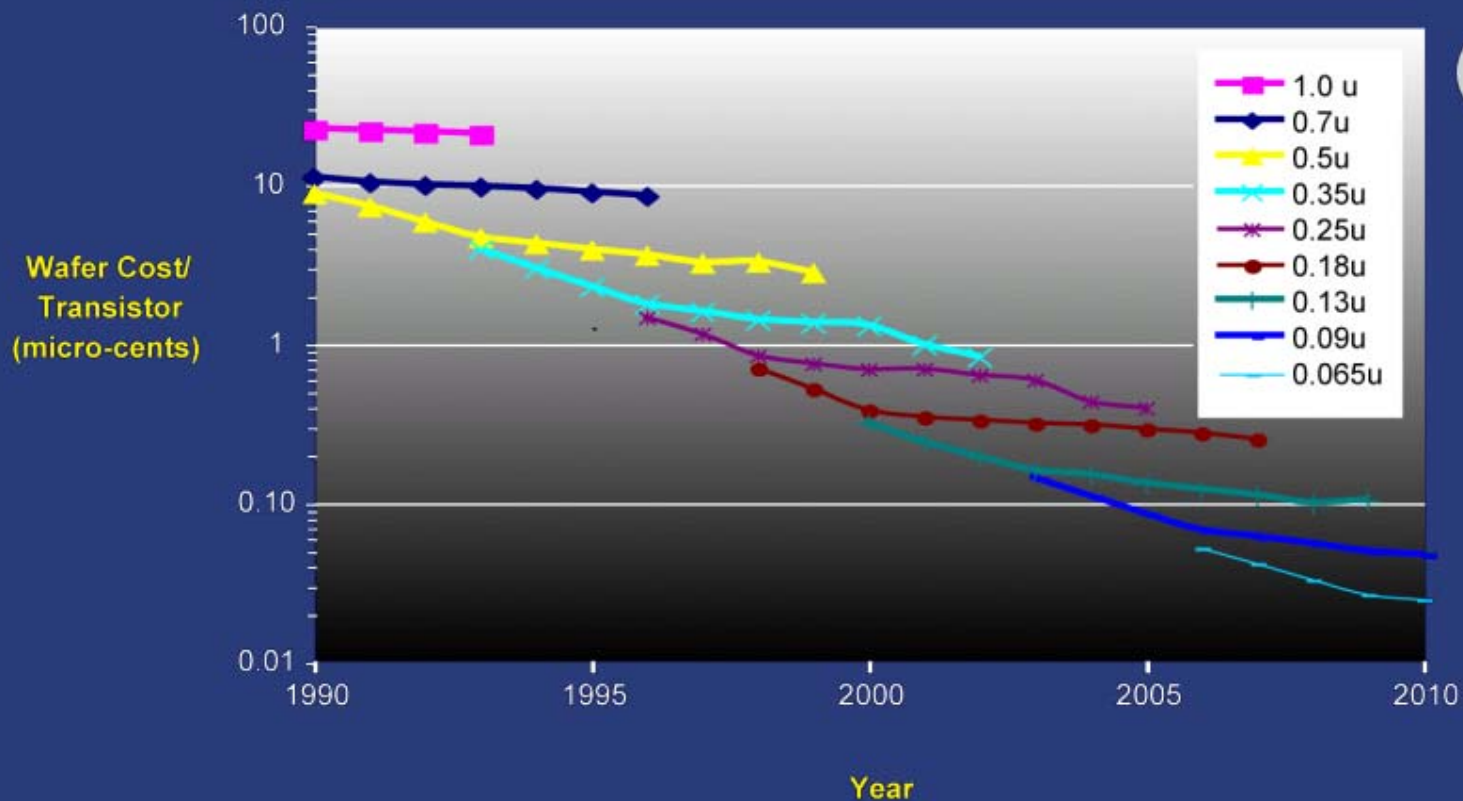
\$/Transistor/Hz



Sources: Berndt et al., SEMATECH ITRS Roadmap

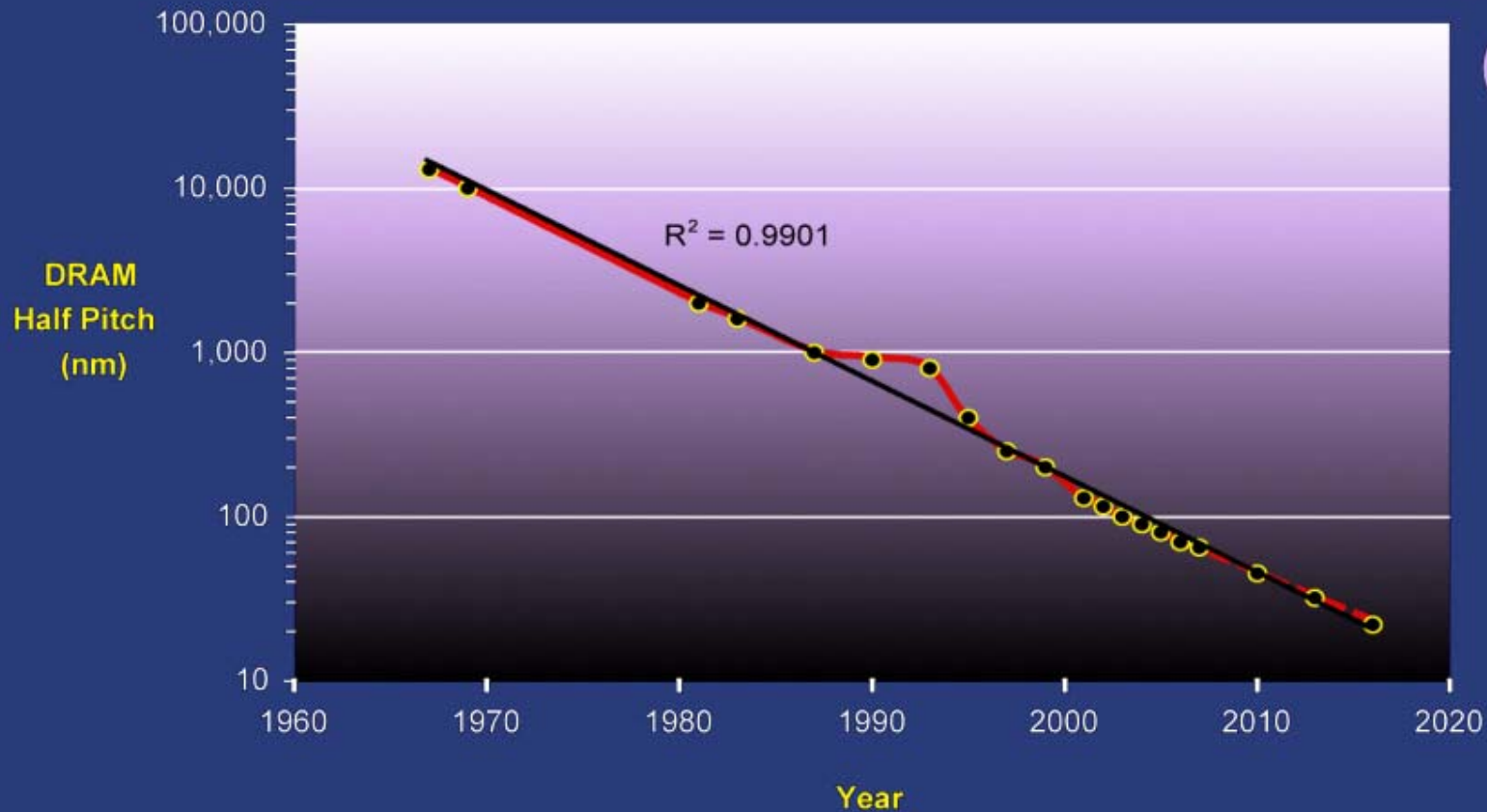
Halving time: 1.1 years

Transistor Manufacturing Costs Falling



Source: SEMATECH ITRS Roadmap

Dynamic RAM Memory "Half Pitch" Feature Size



Source: Intel, SEMATECH ITRS Roadmap

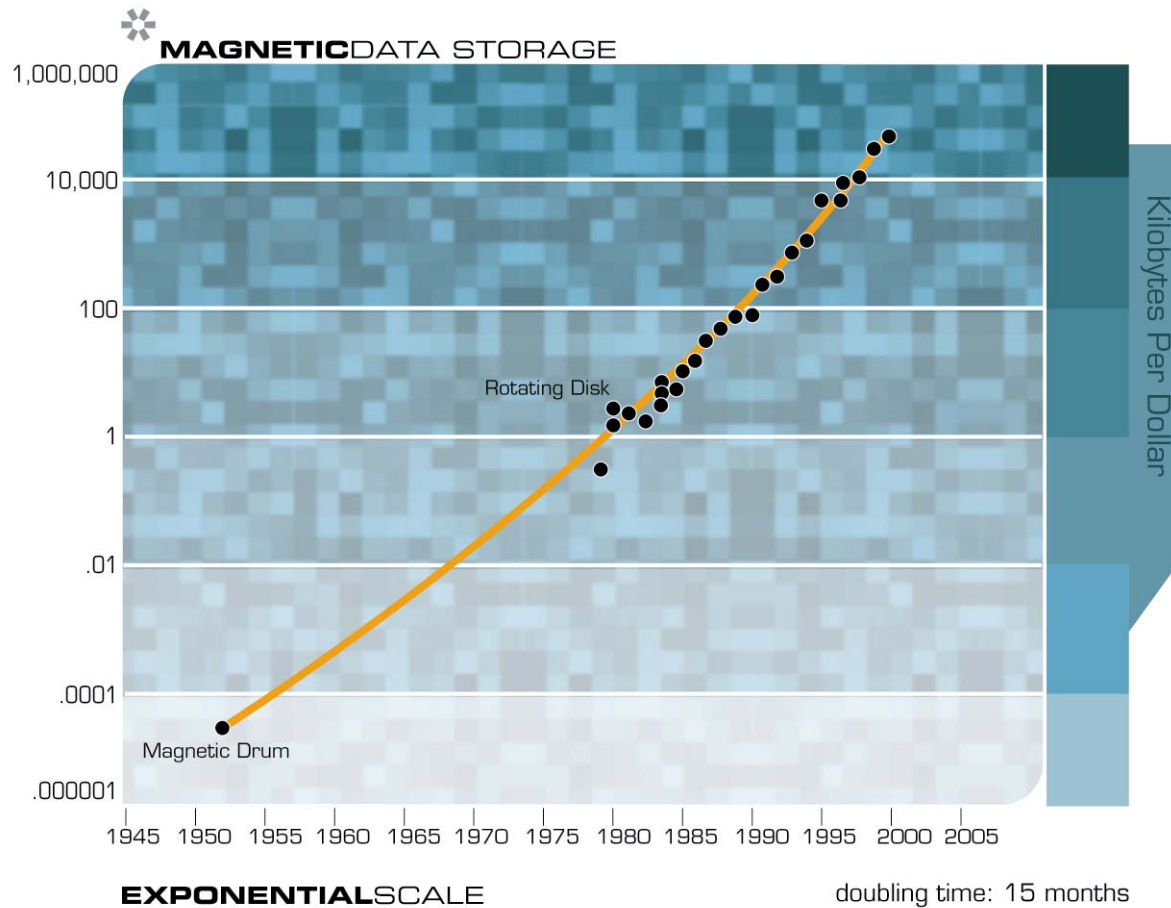
Halving time: 5.4 years

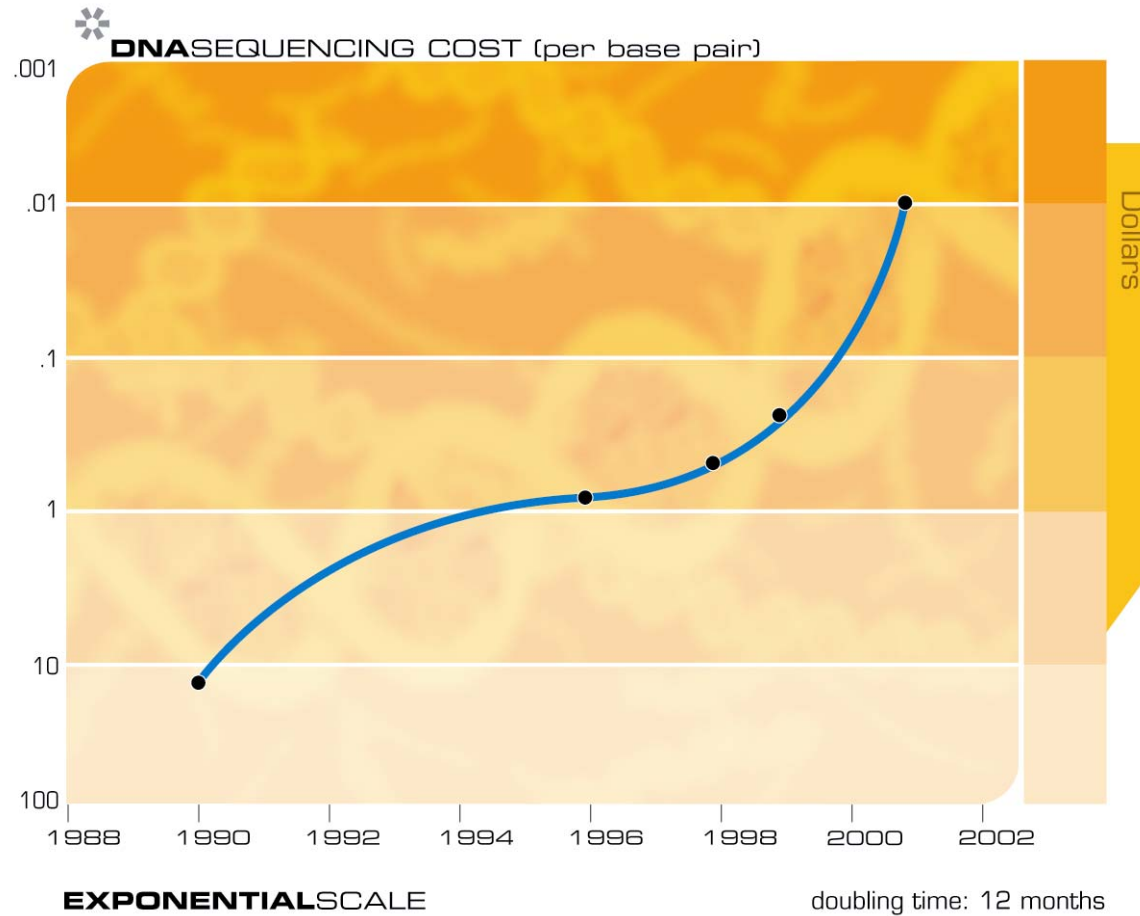
Total Bits Shipped



Source: In-Stat/MDR

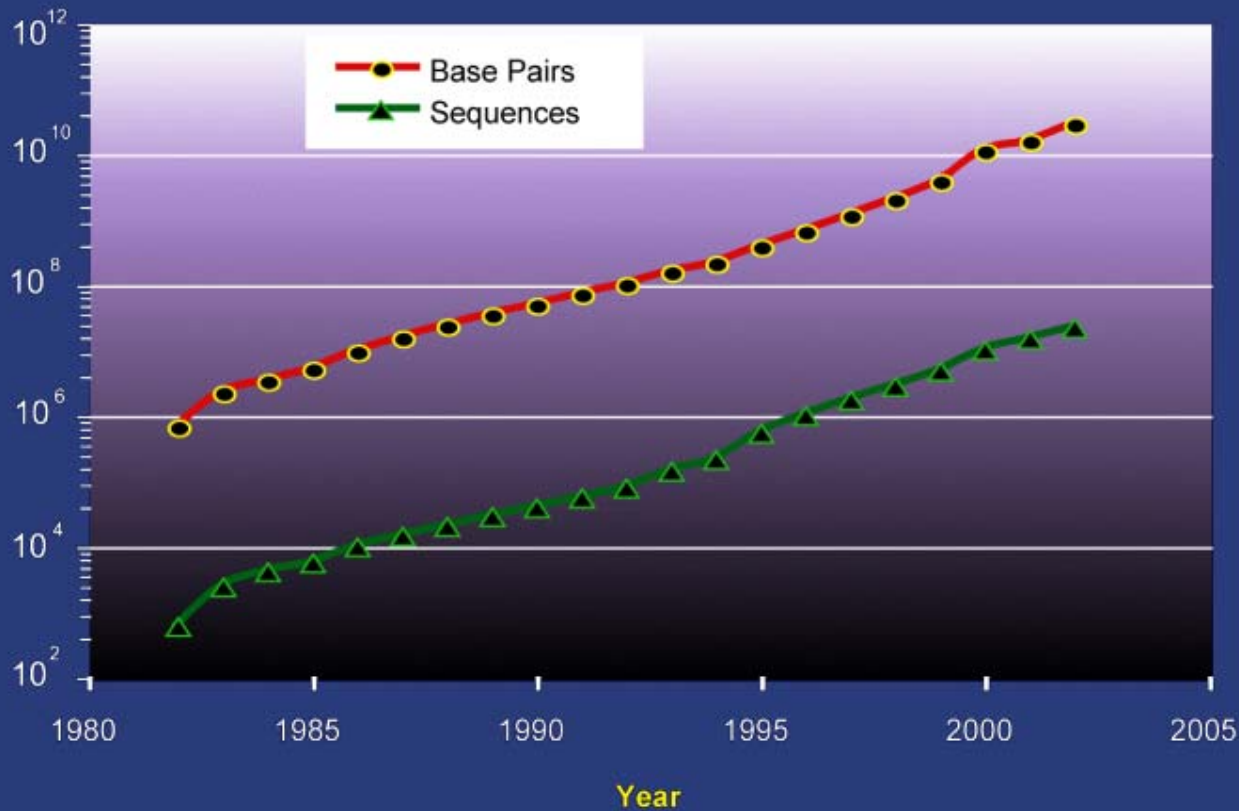
Doubling time: 1.1 years





Growth in Genbank DNA Sequence Data

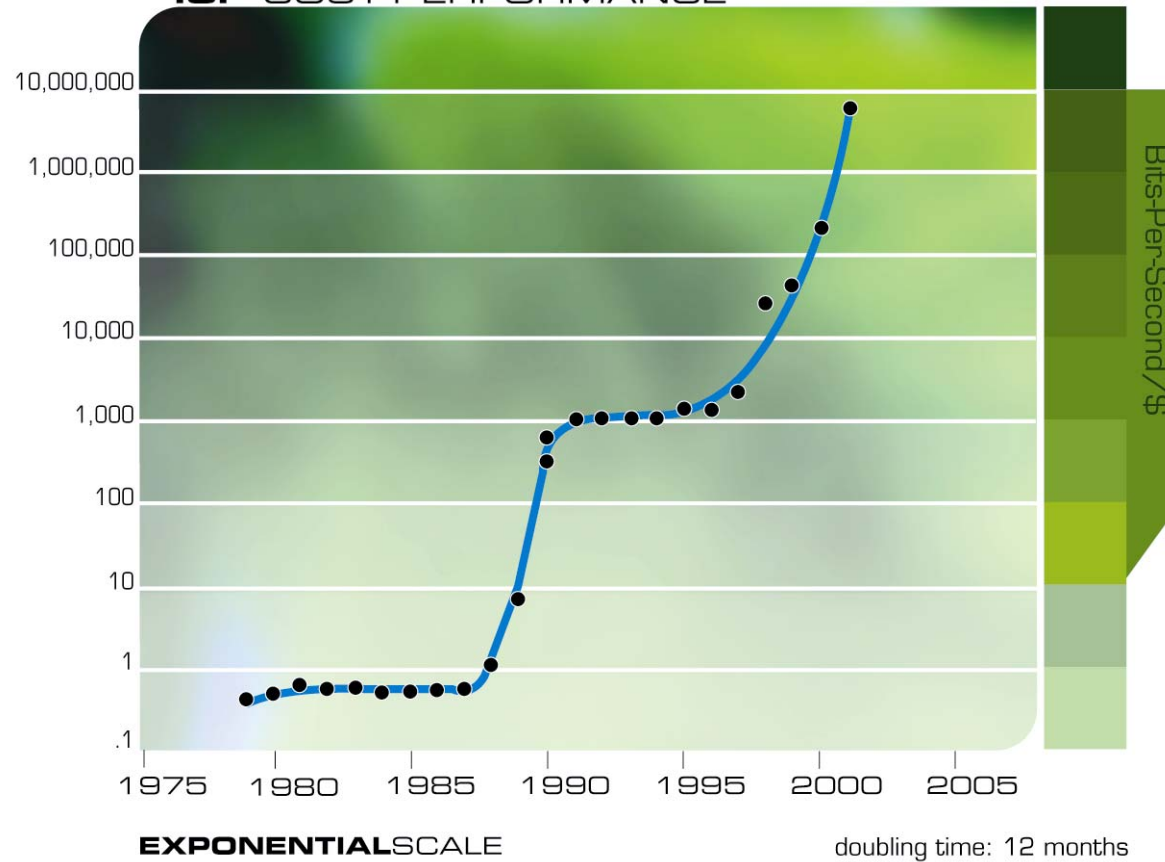
Base Pairs
and
Sequences



Source: GenBank

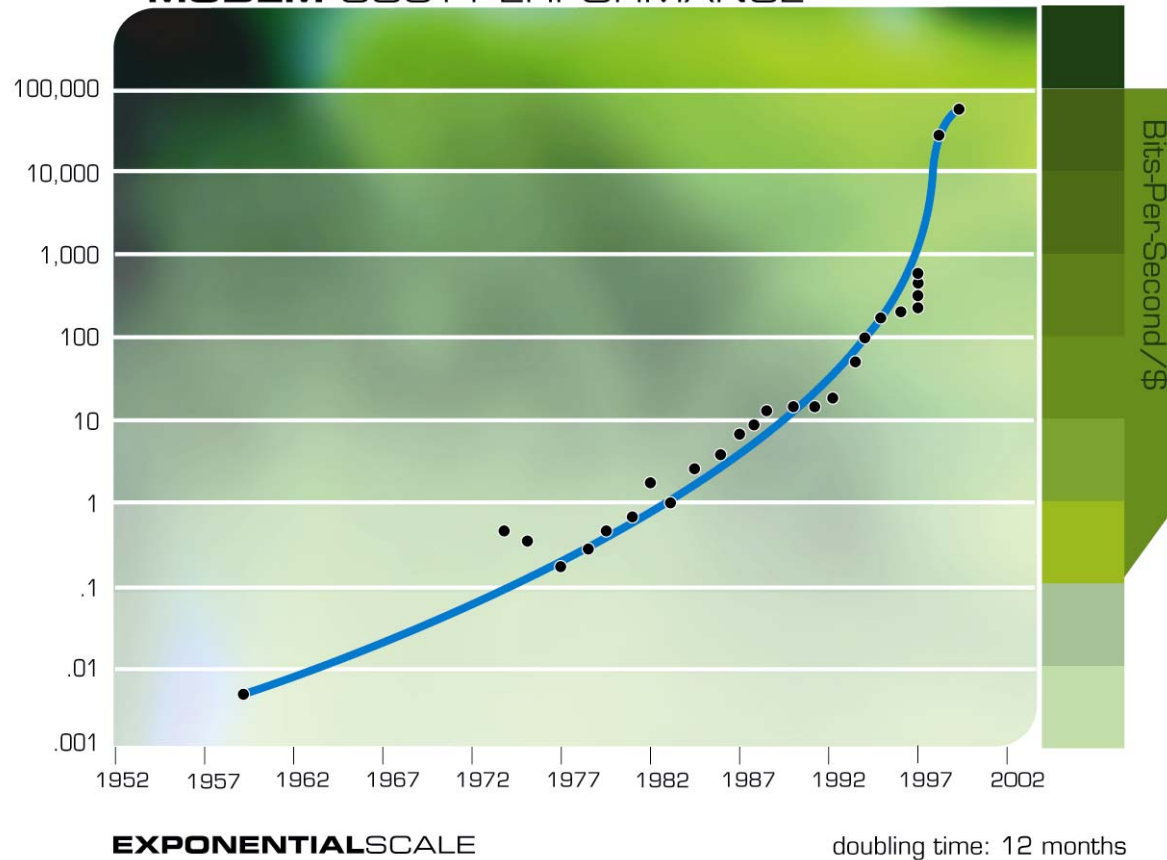


ISP COST-PERFORMANCE





MODEM COST-PERFORMANCE



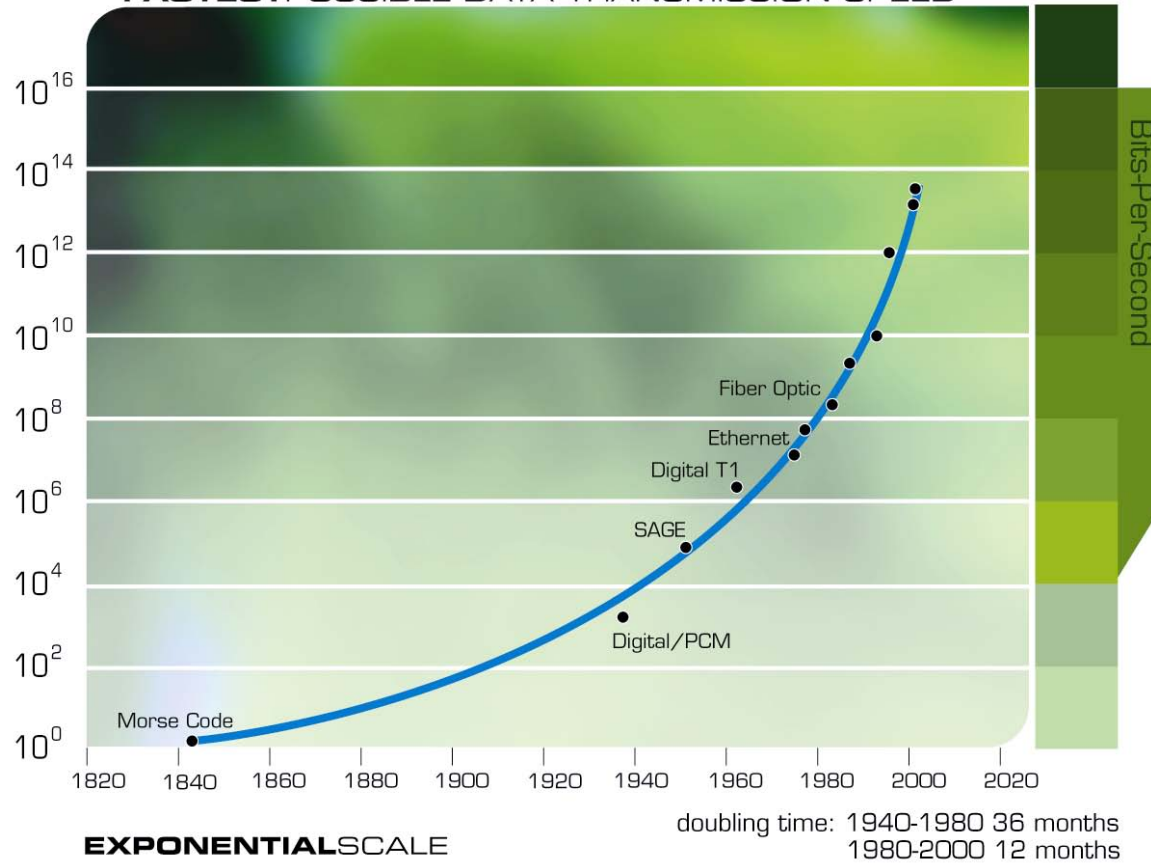
doubling time: 12 months

Bits-Per-Second/\$

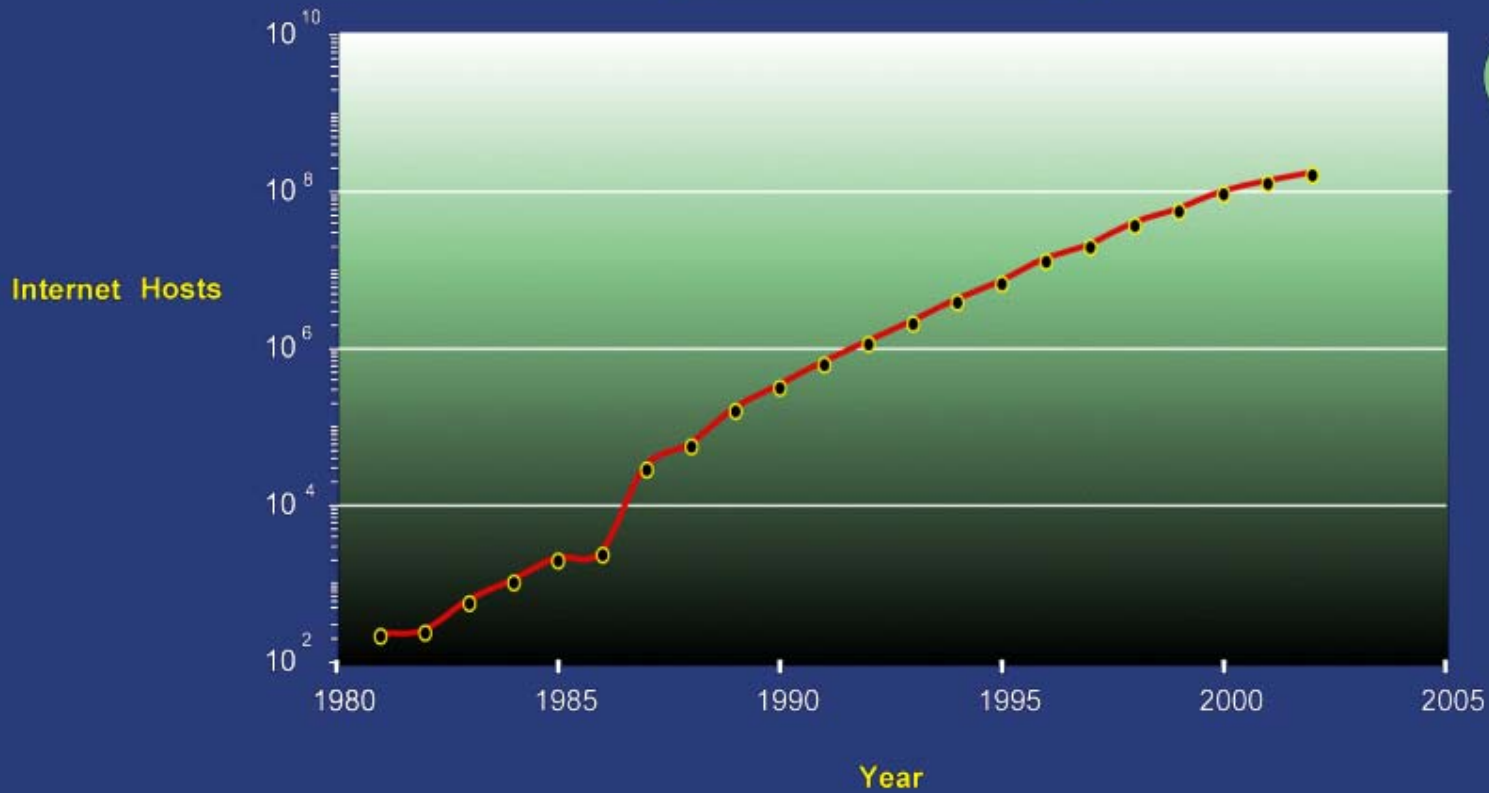
EXPONENTIALSCALE



FASTEST POSSIBLE DATA TRANSMISSION SPEED

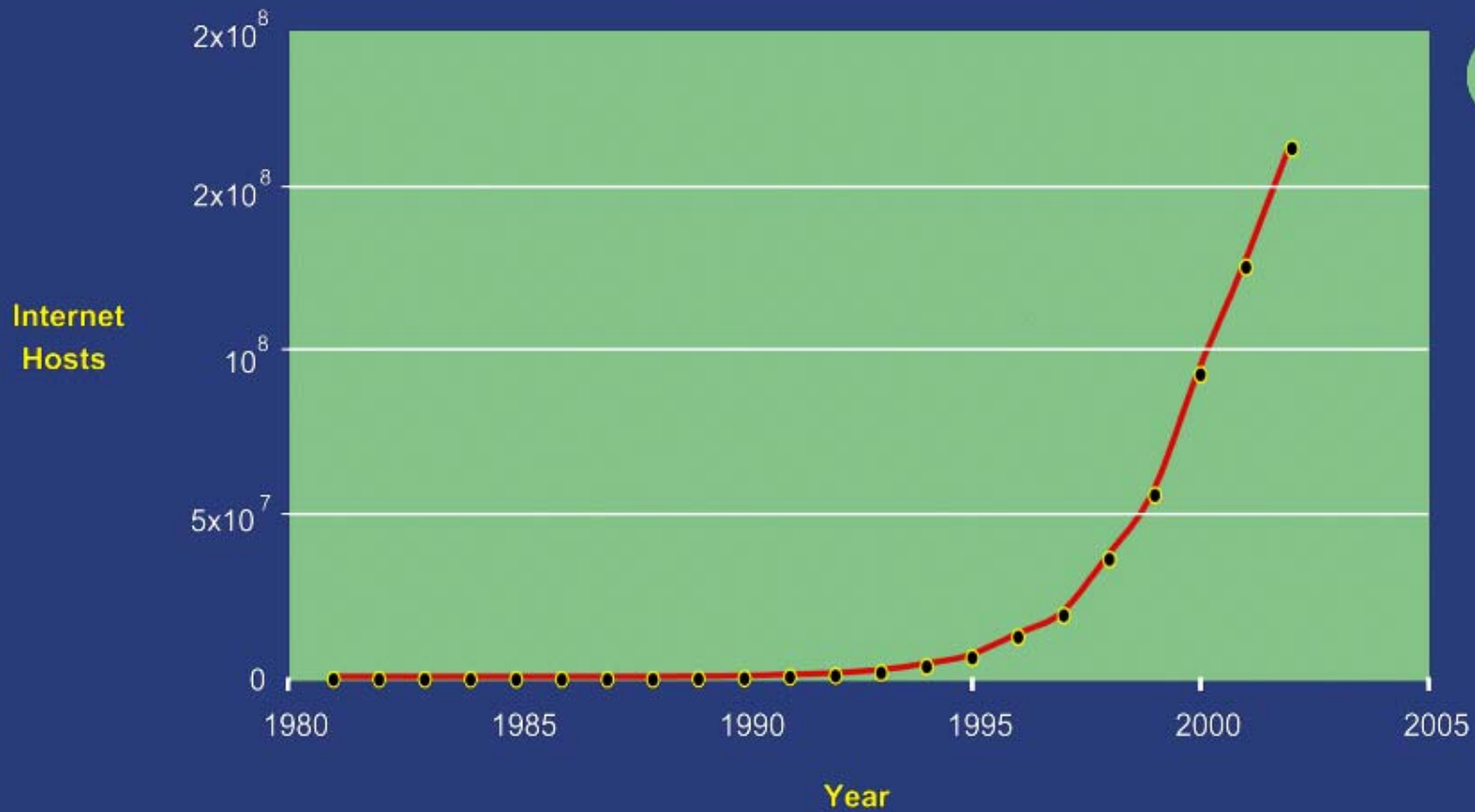


Internet Hosts

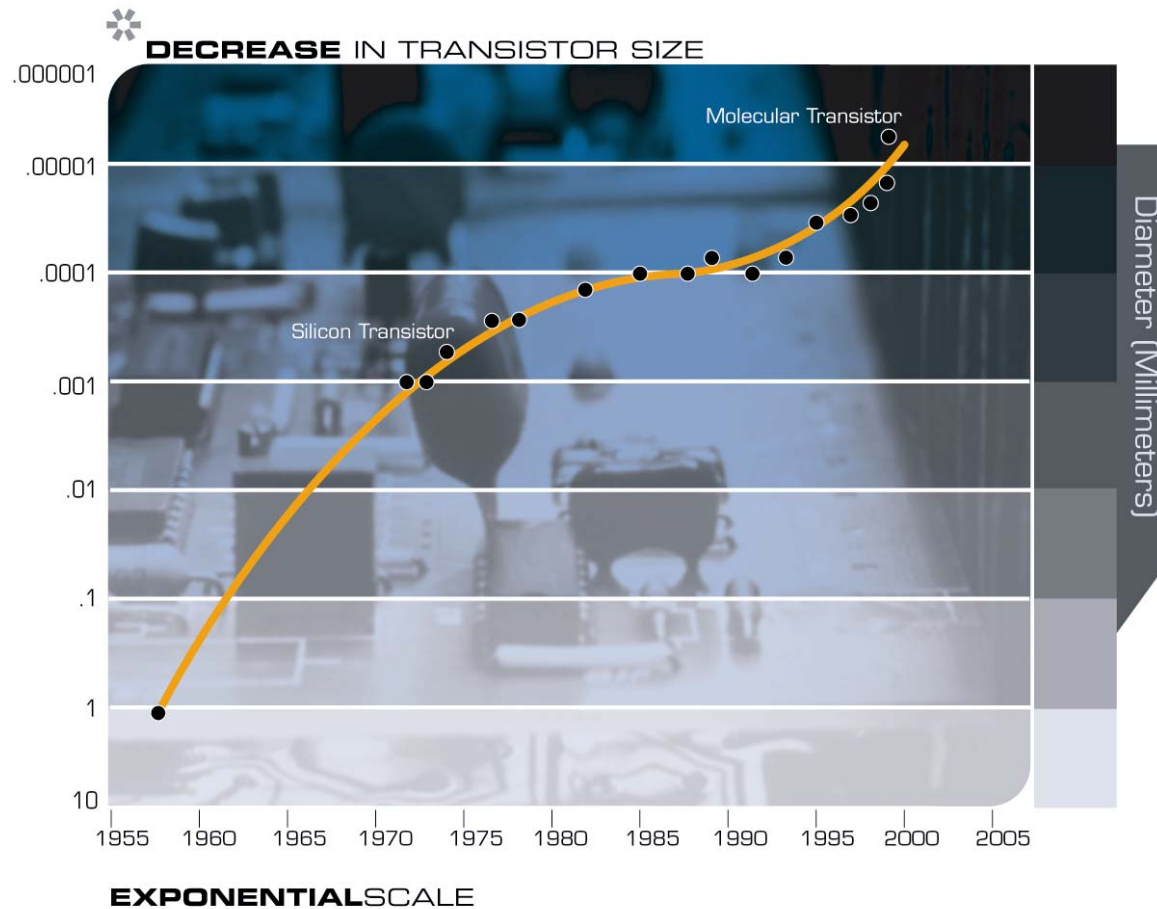


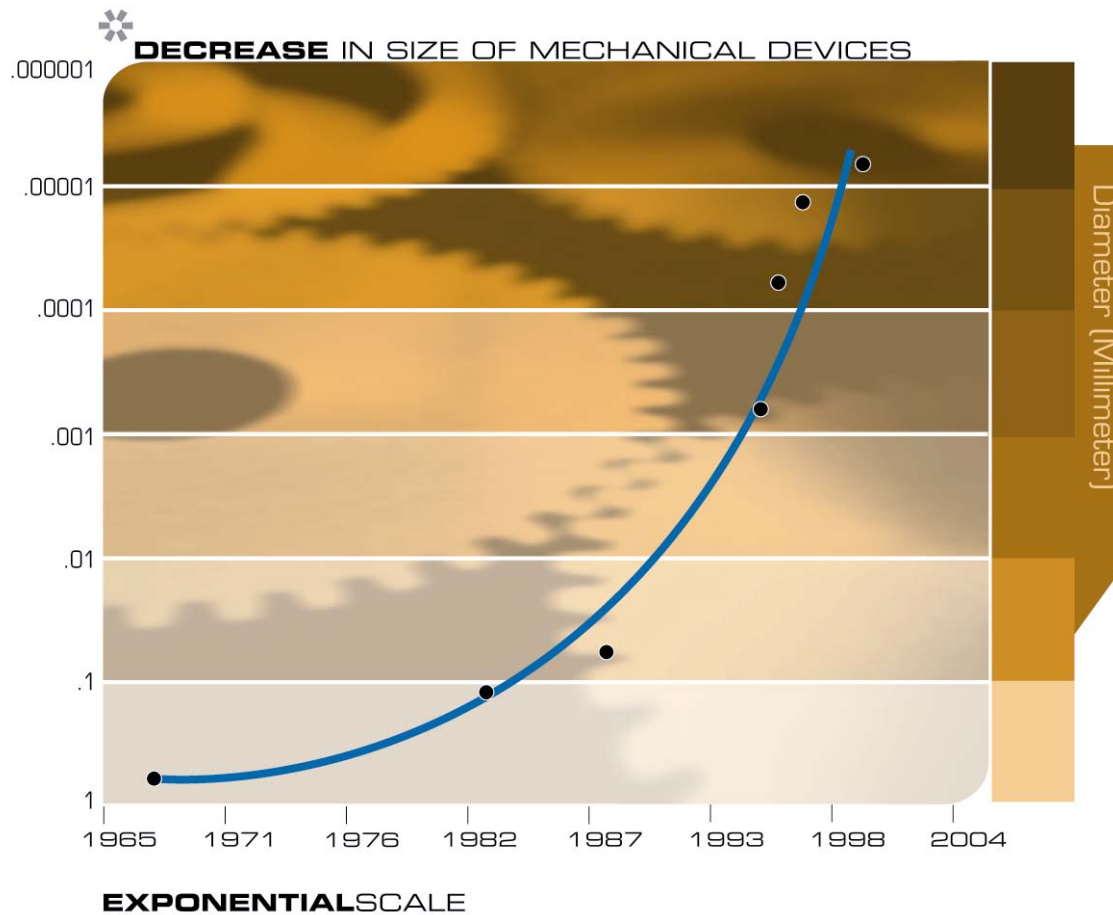
Source: Internet Software Consortium

Internet Hosts

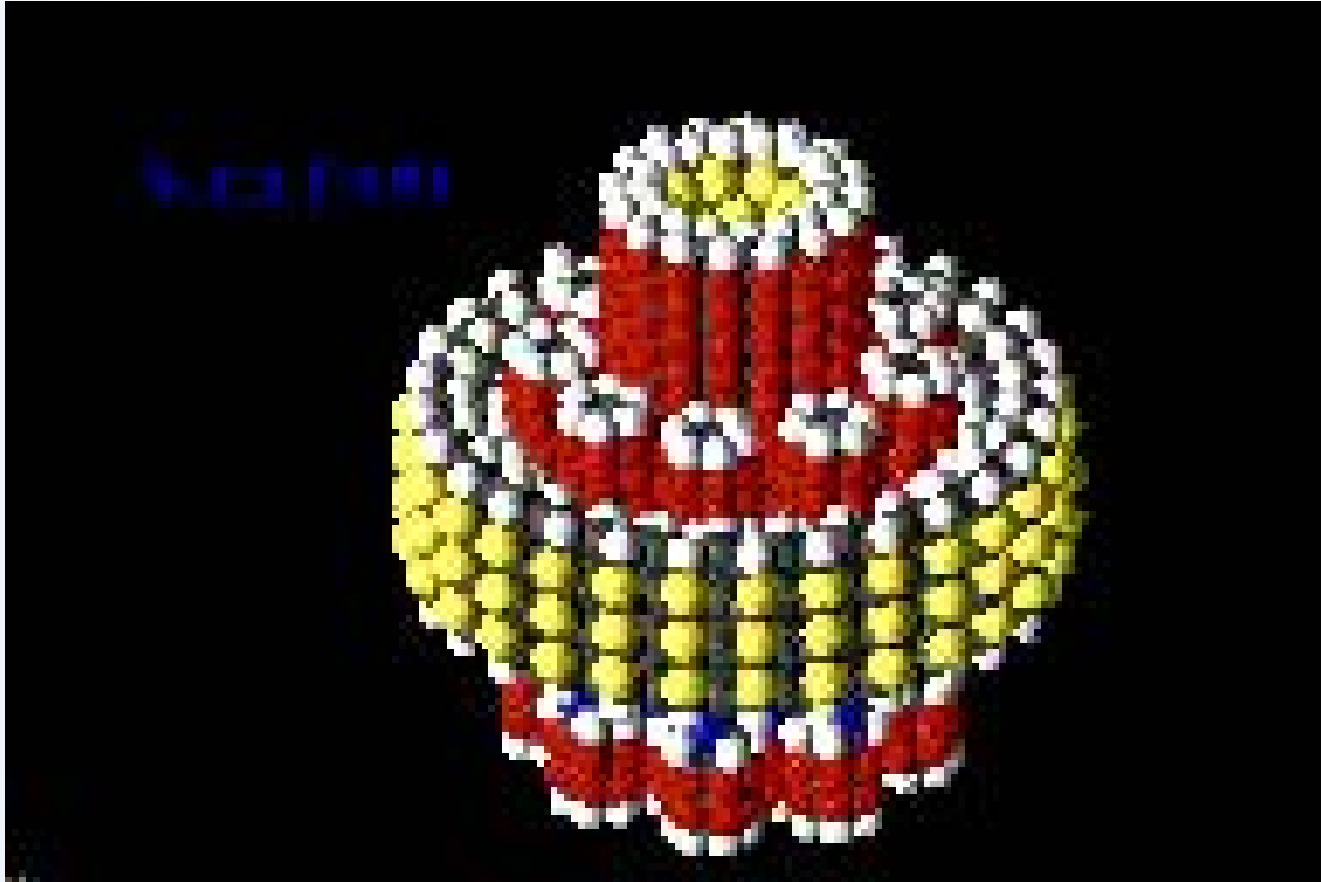


Source: Internet Software Consortium



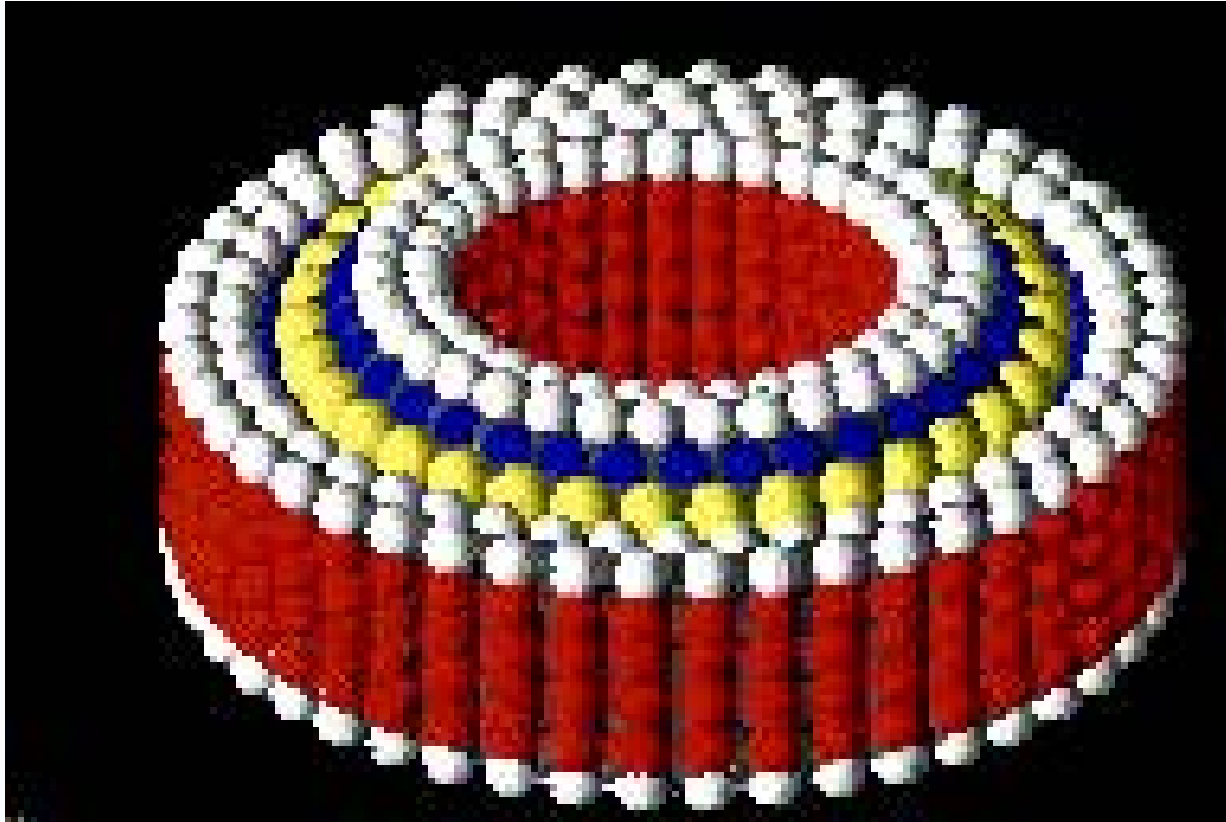


Planetary Gear



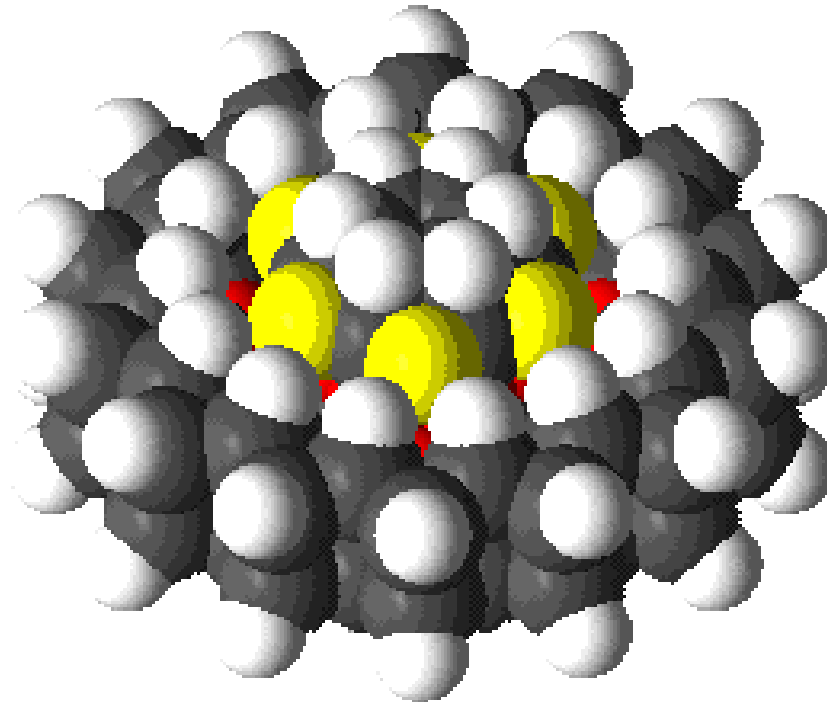
Copyright IMM and Xerox

Nanosystems bearing



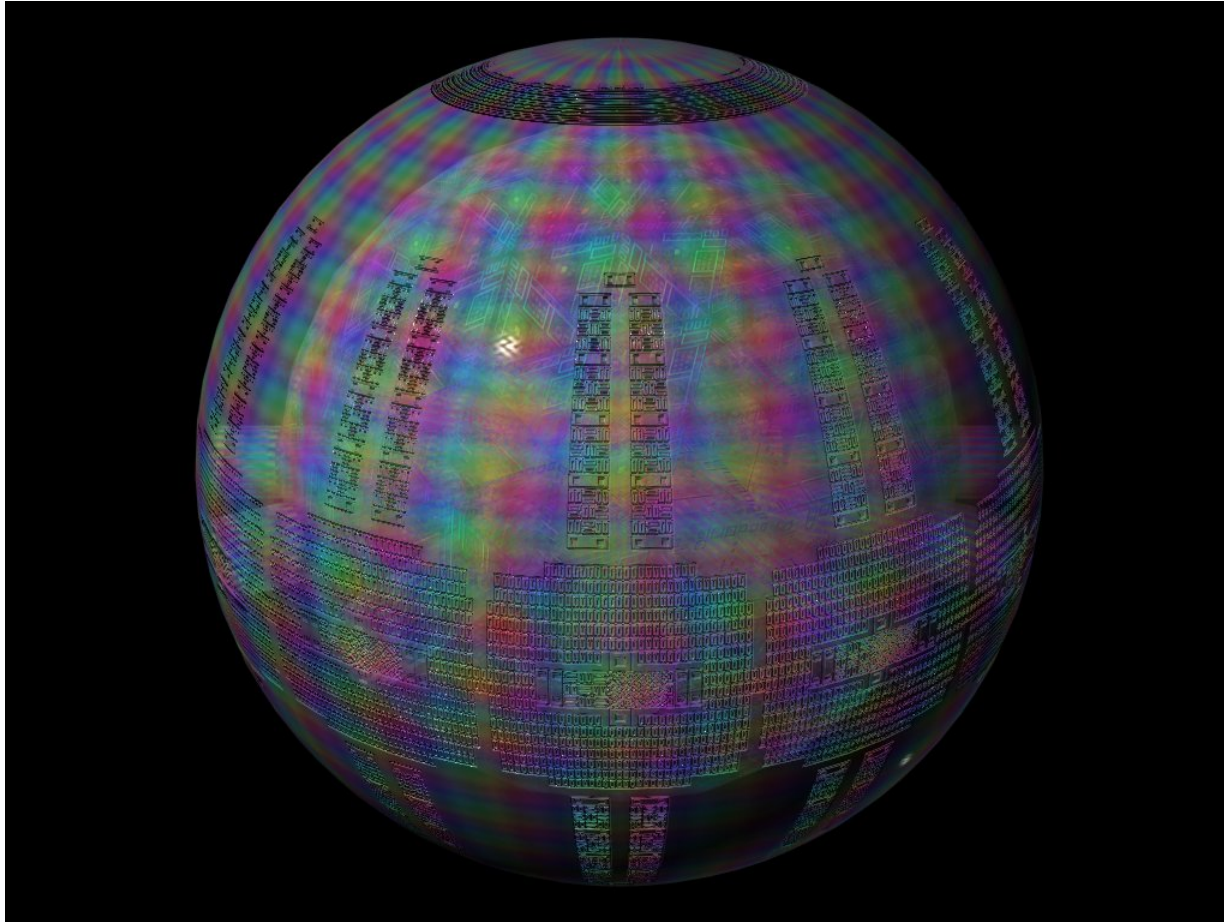
Copyright IMM and Xerox

Nanosystems smaller bearing



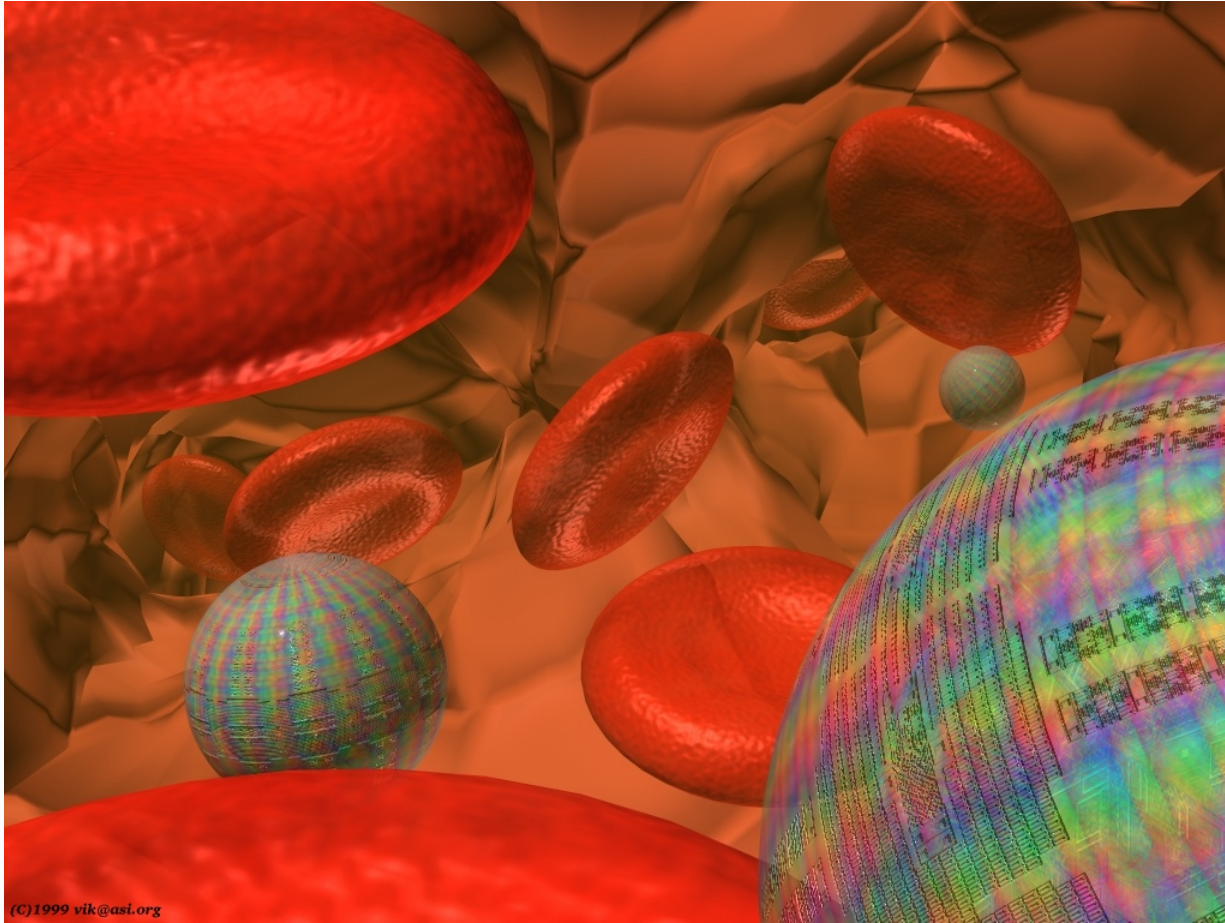
Copyright Zyvex and Robert Freitas, designer

Respirocyte (an artificial red blood cell)



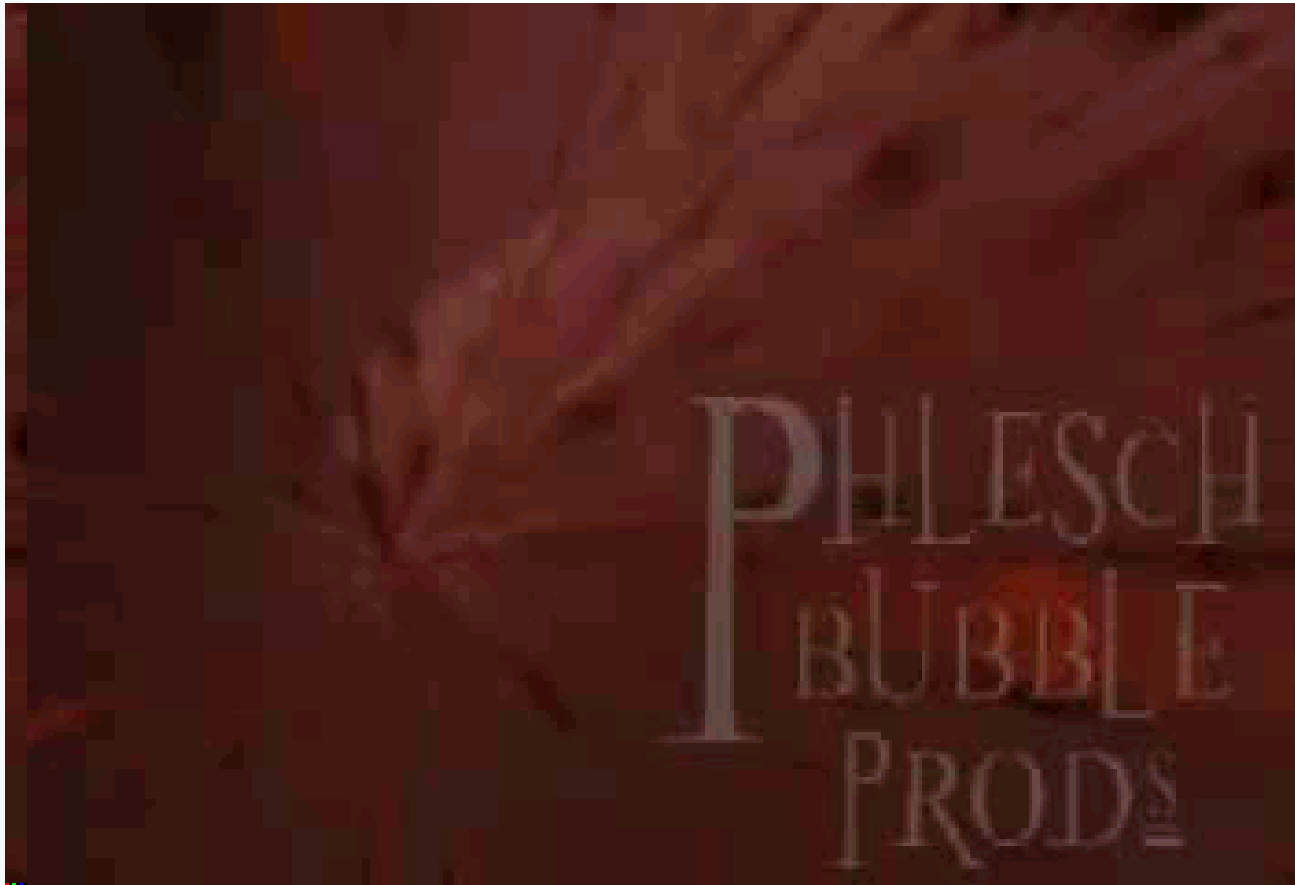
Copyright Vik Olliver, vik@asi.org.

Respirocytes with Red Cells



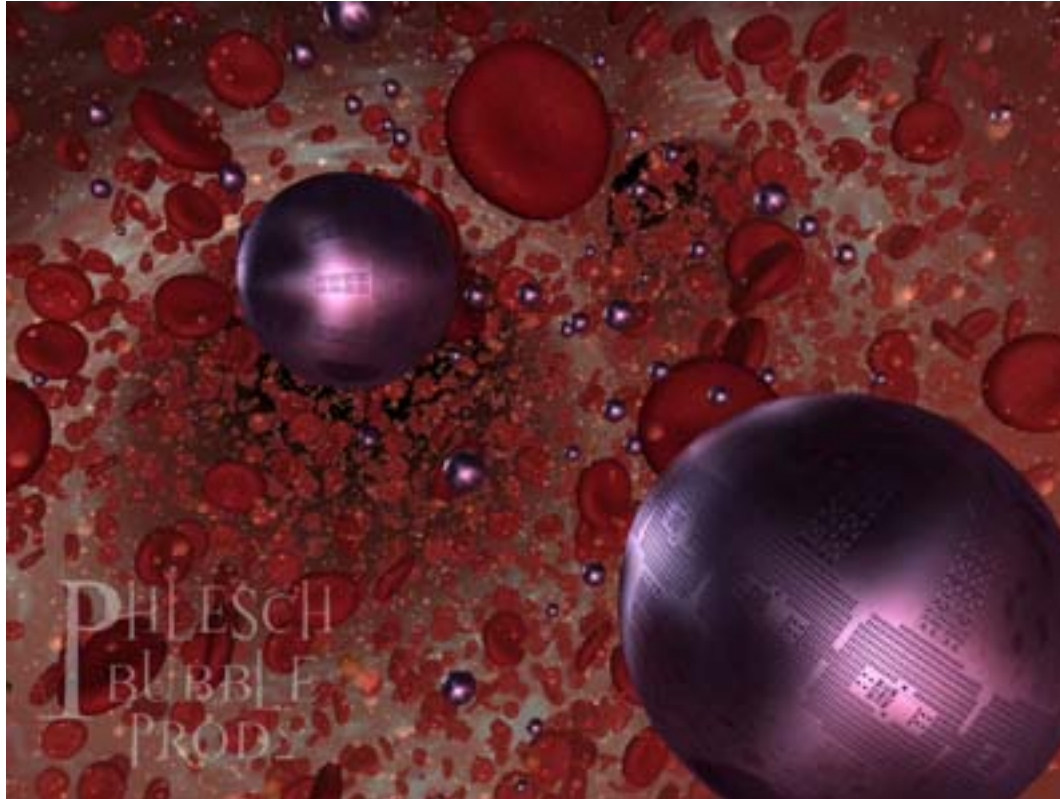
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Animation of a respirocyte releasing oxygen in a capillary



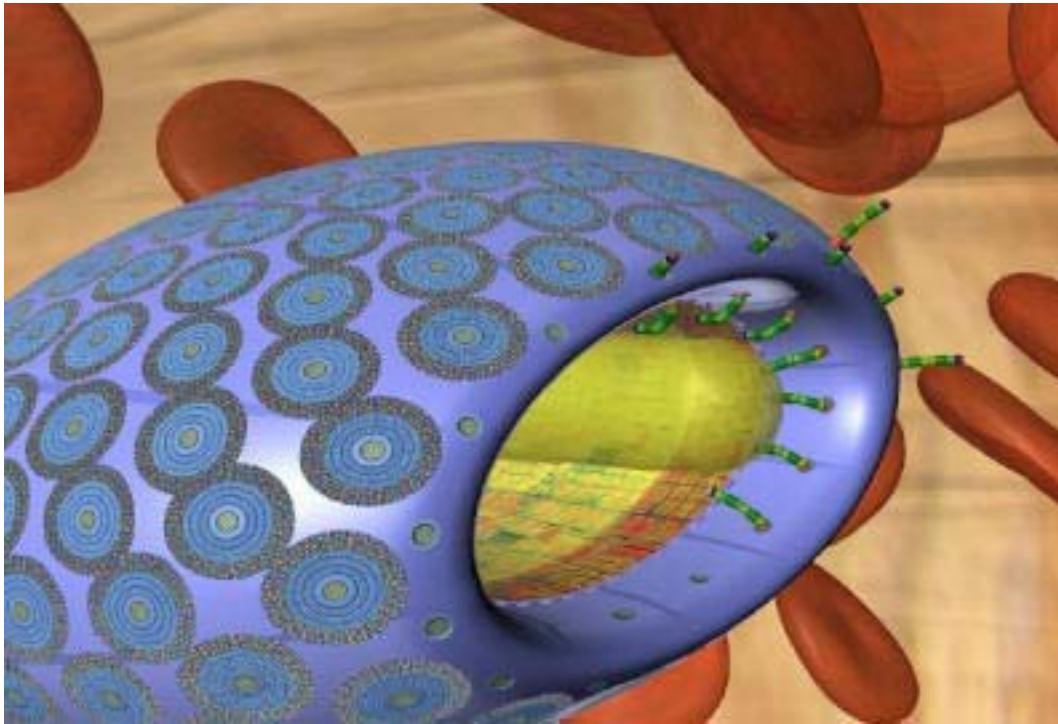
Copyright 2001, Lawrence Fields, Jillian Rose, and Phlesch Bubble Productions.

High resolution still from the Animation of a respirocyte



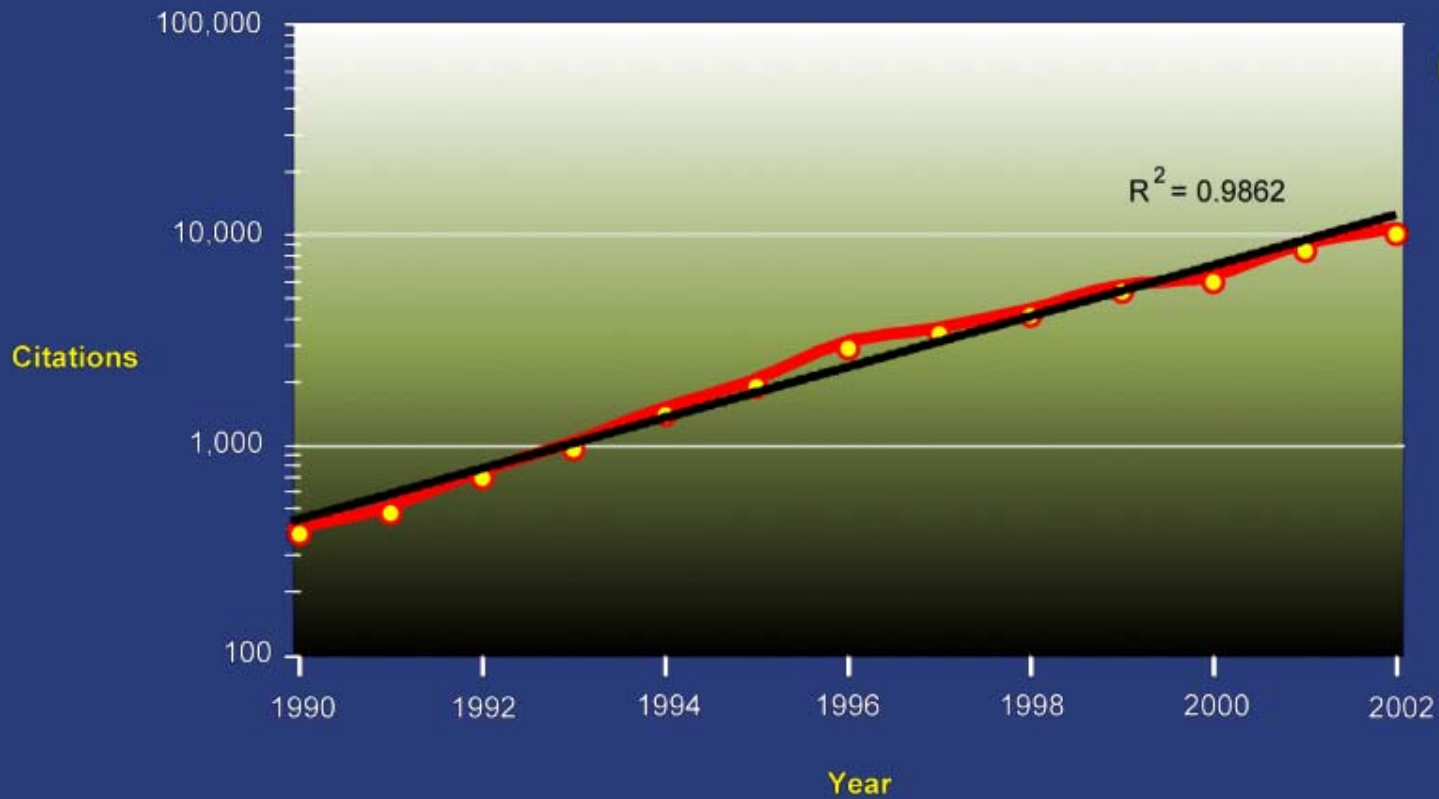
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Microbivores II



copyright Zyvex (Katherine Green)

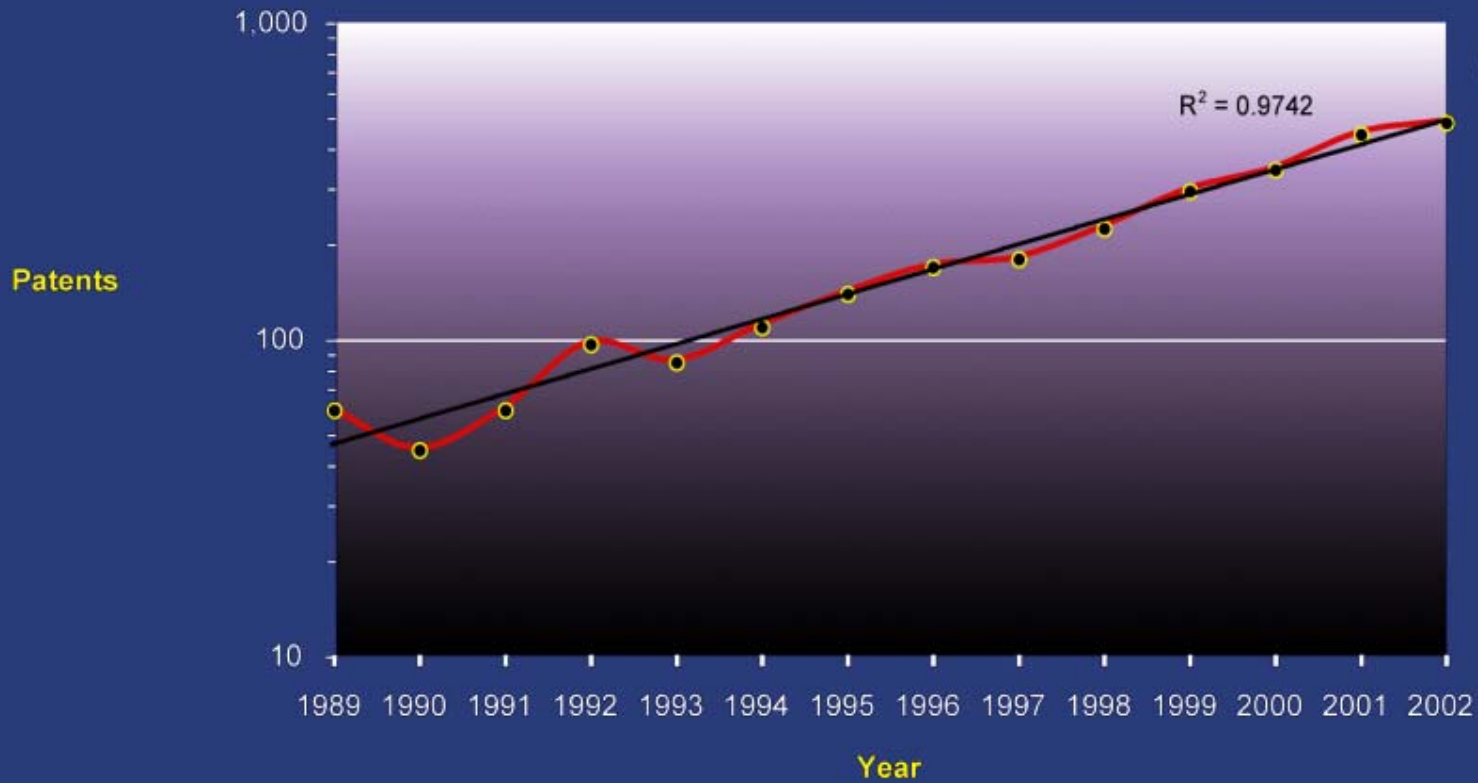
Nanotech Science Citations - 1990-2002



Source: ETC Group

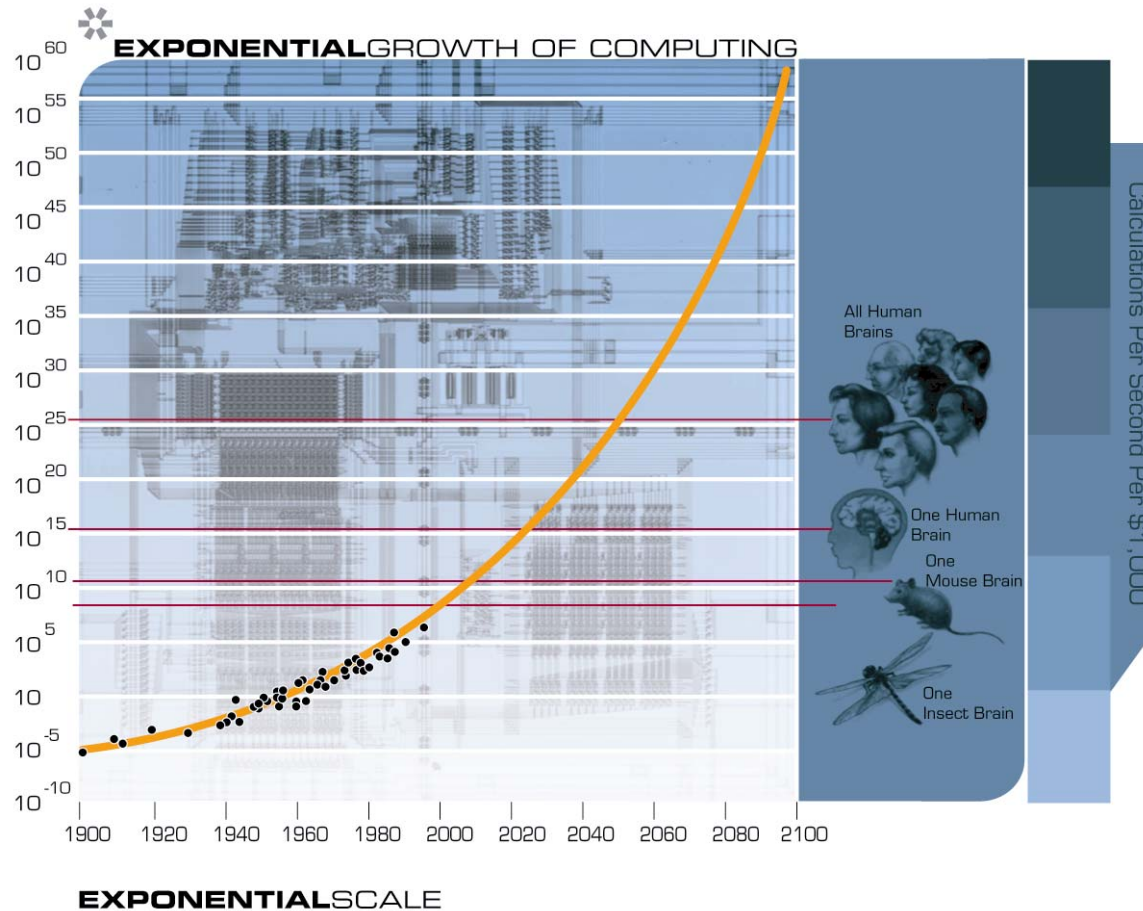
Doubling time: 2.4 years

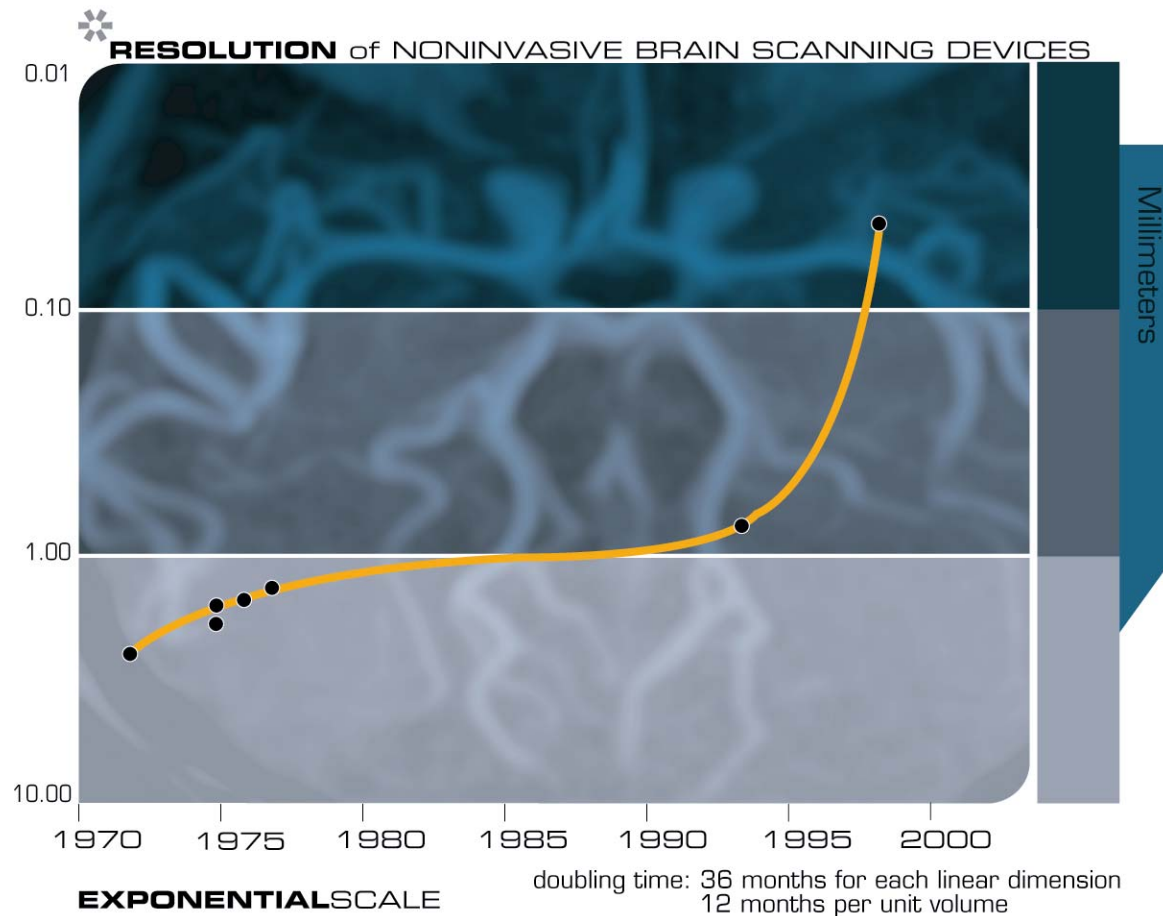
U.S. Nano-Related Patents

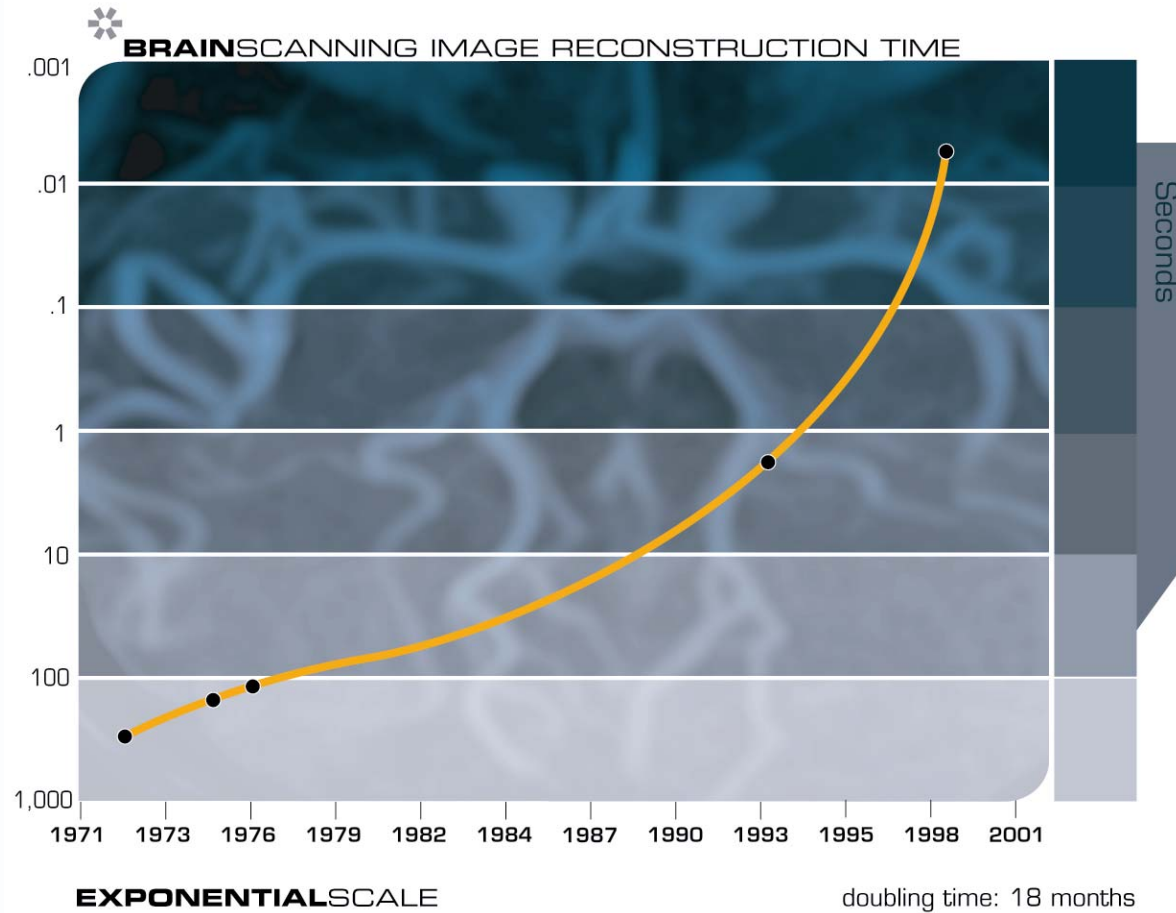


Source: ETC Group

Doubling time: 4 years







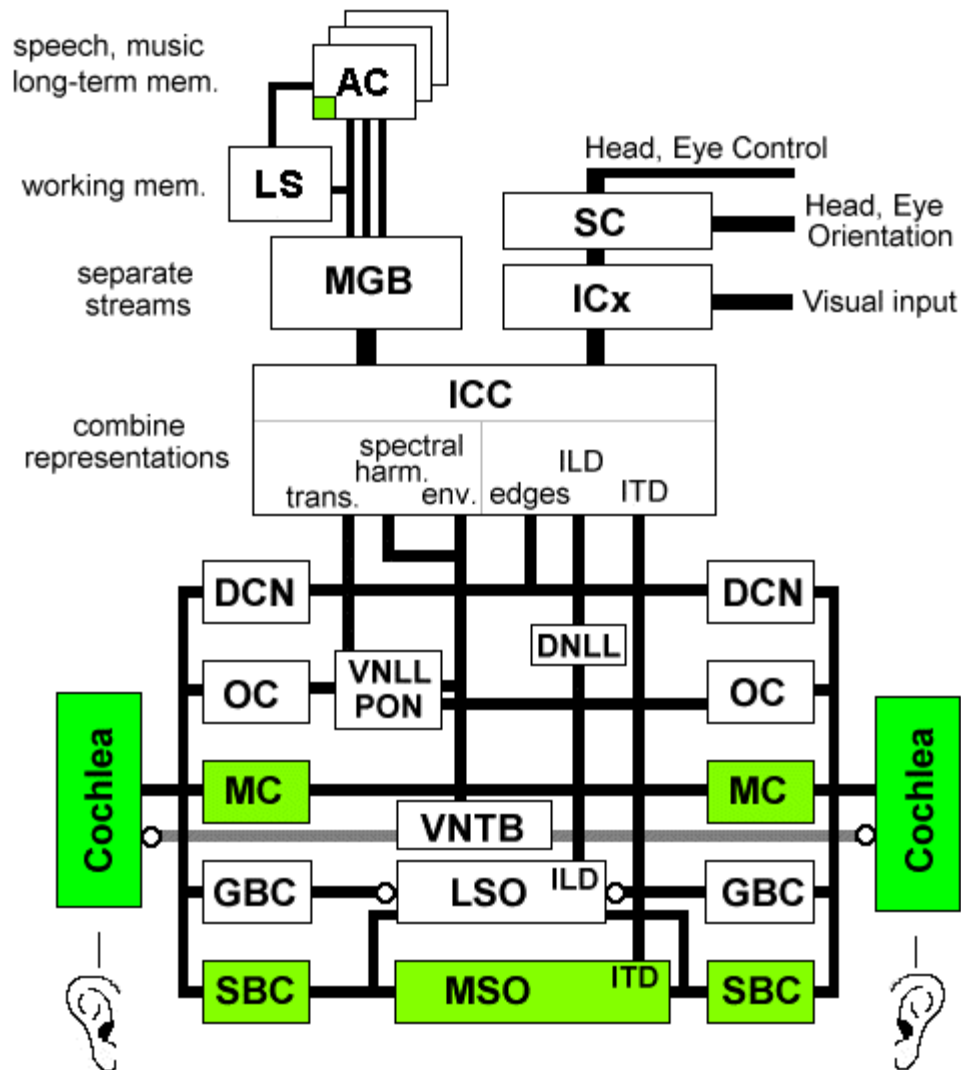
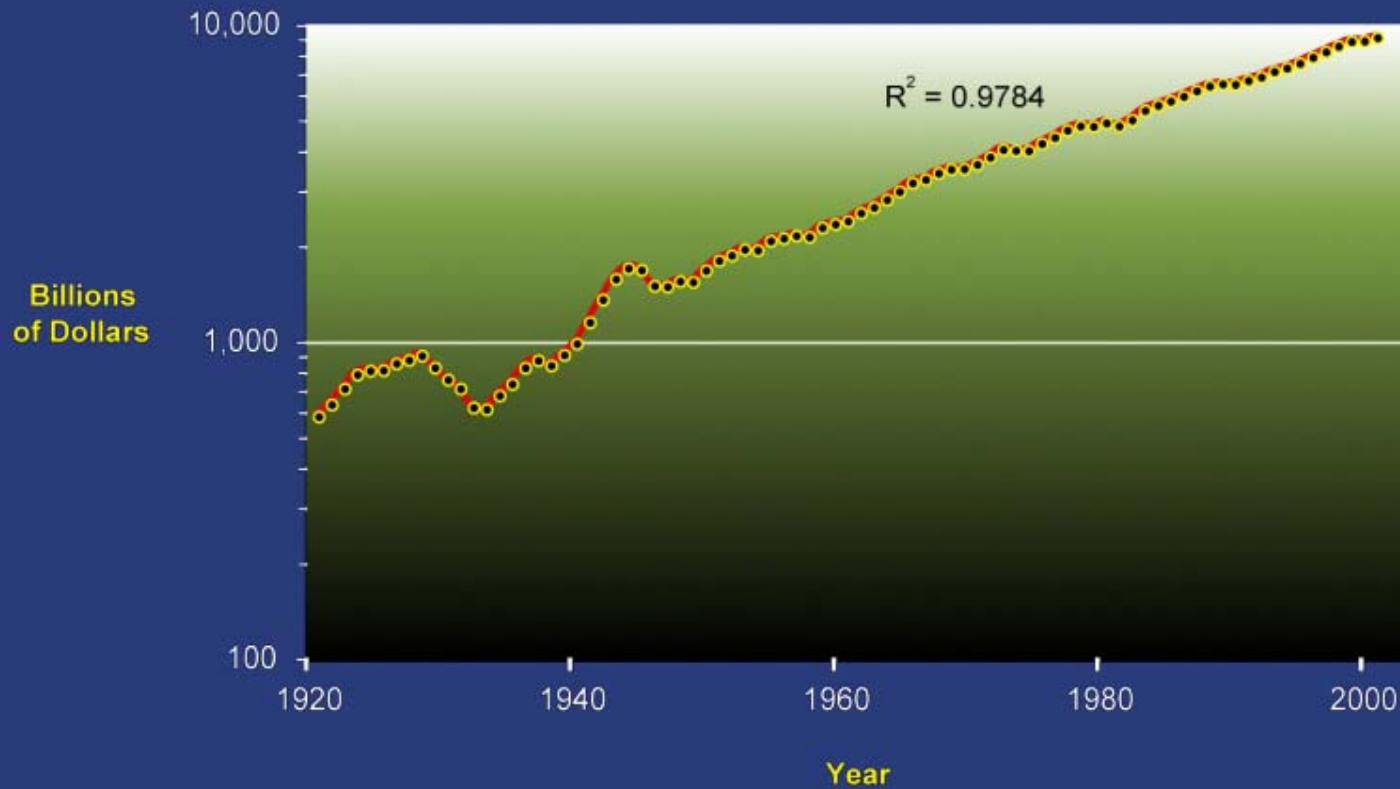


Chart by Lloyd Watts

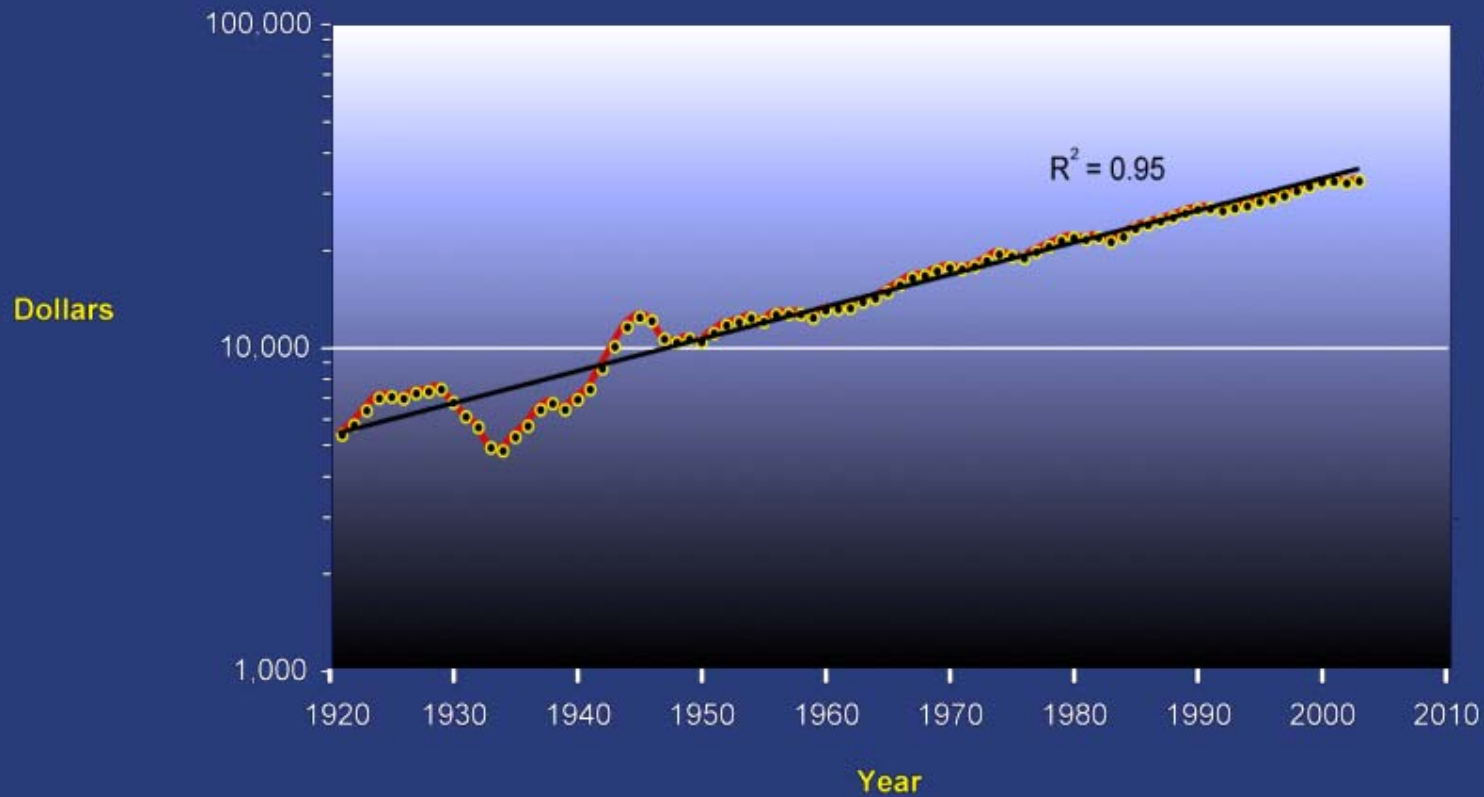
Real Gross Domestic Product



Logarithmic Plot

Source: Bureau of Economic Analysis

Per Capita GDP

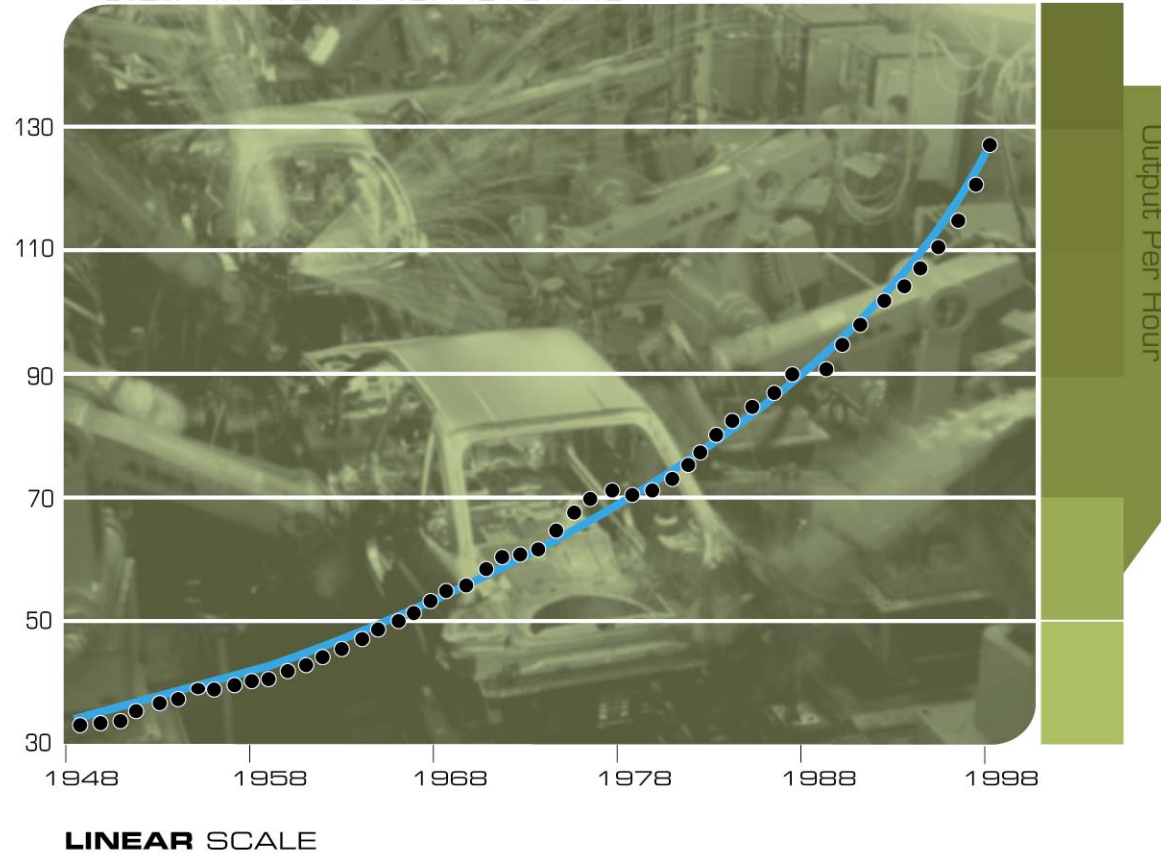


U.S. Census Bureau

Doubling time: 30 years

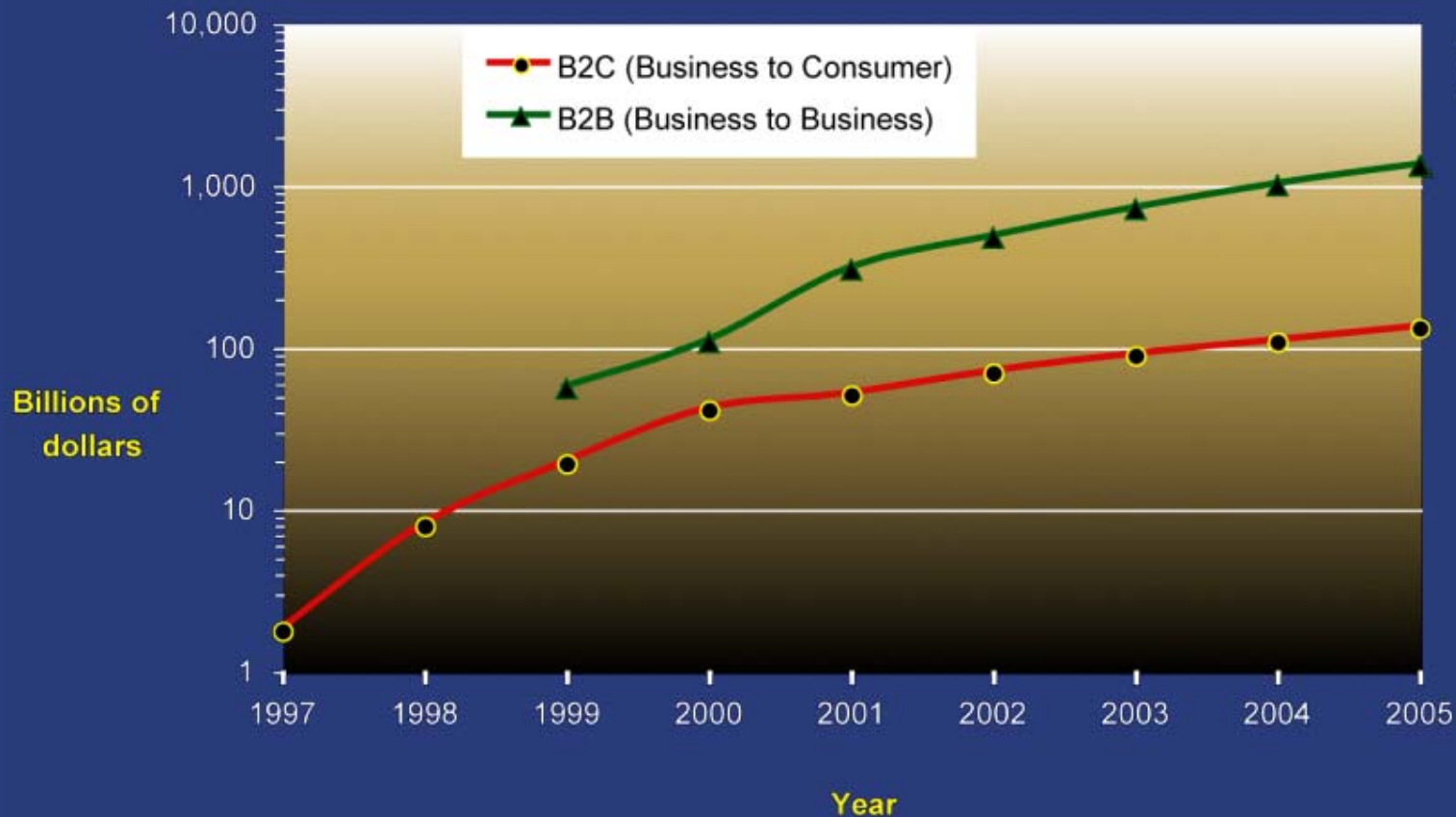


U.S. PRIVATE MANUFACTURING



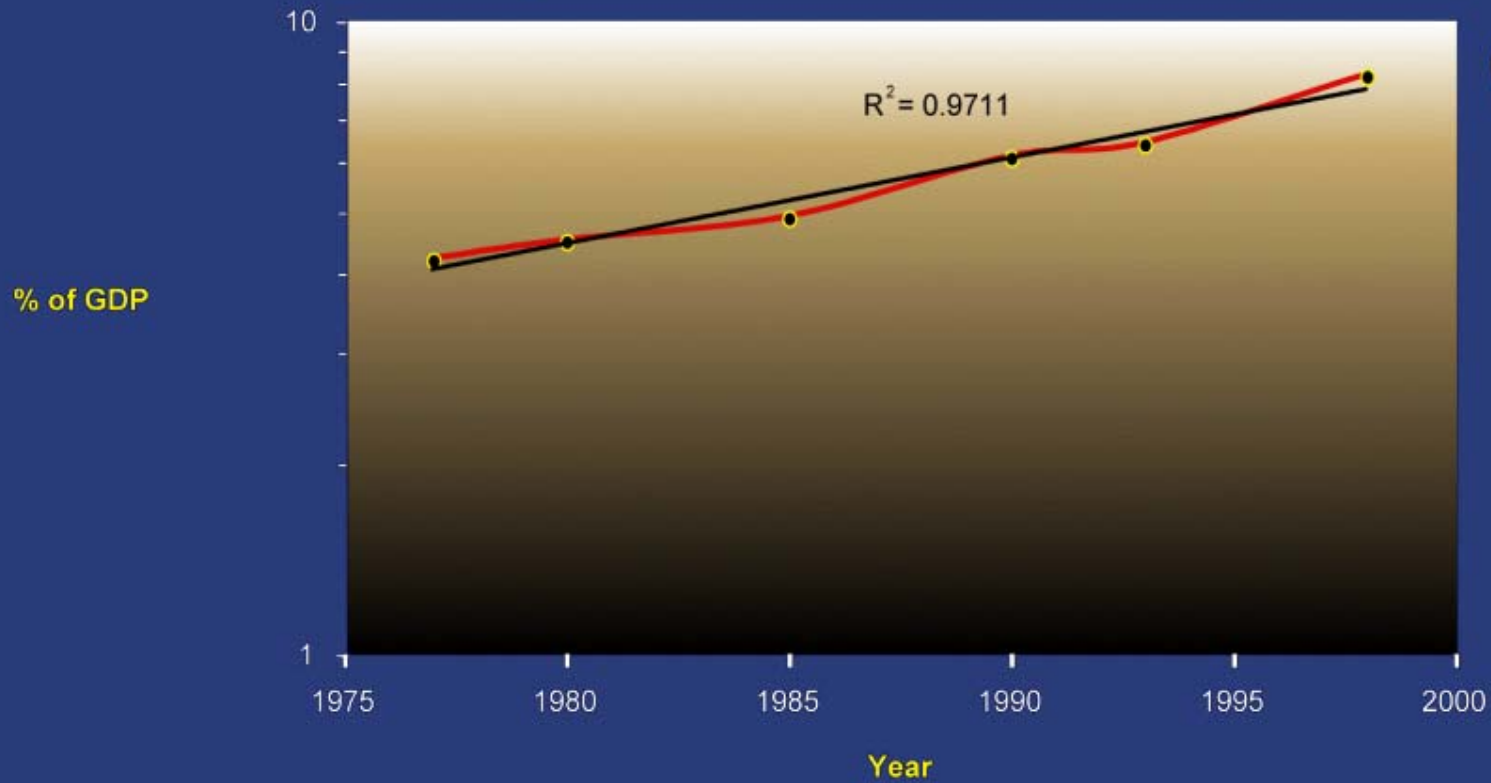
Output Per Hour

E-Commerce Revenues in U.S.



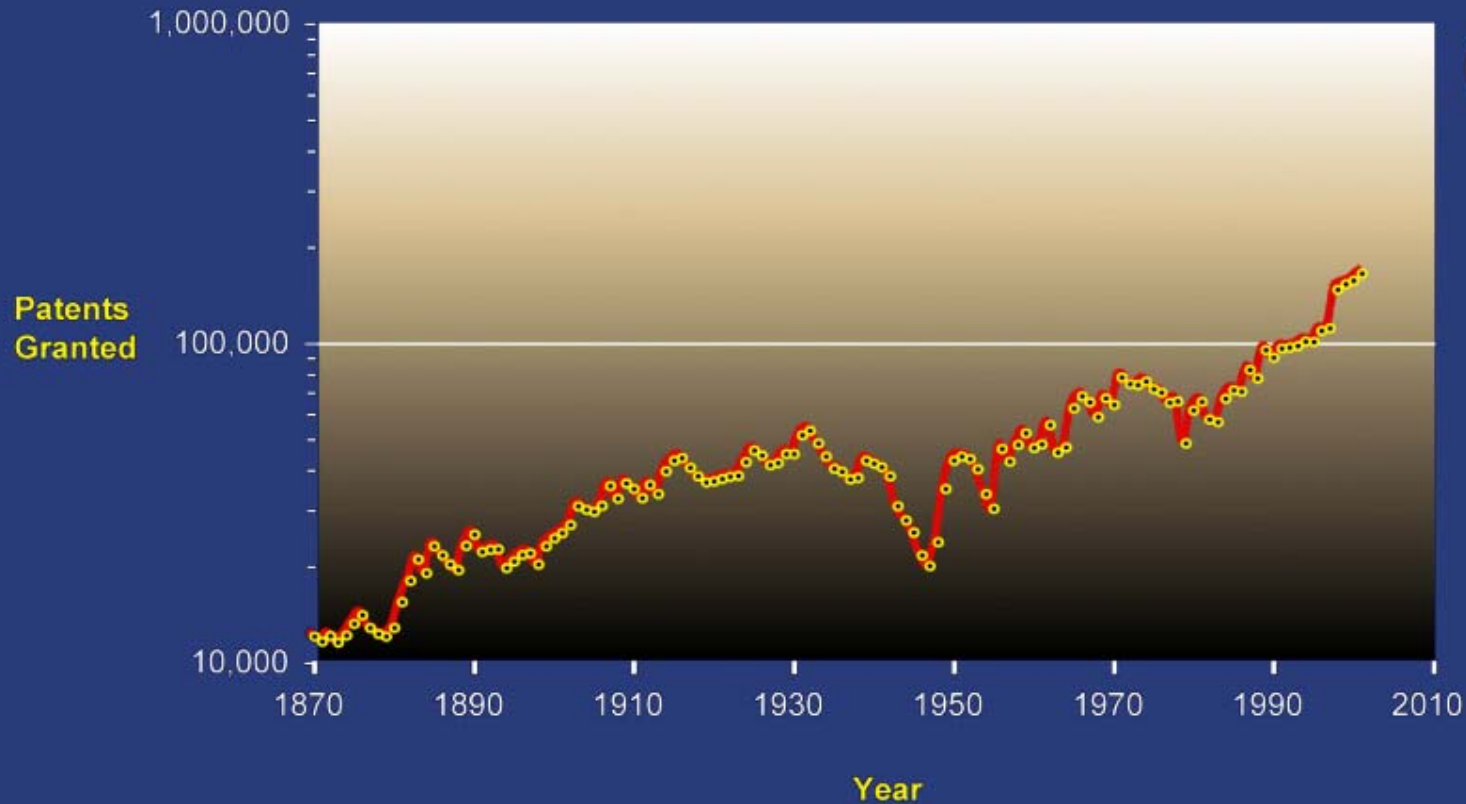
Source: eMarketer

IT's Share of the Economy



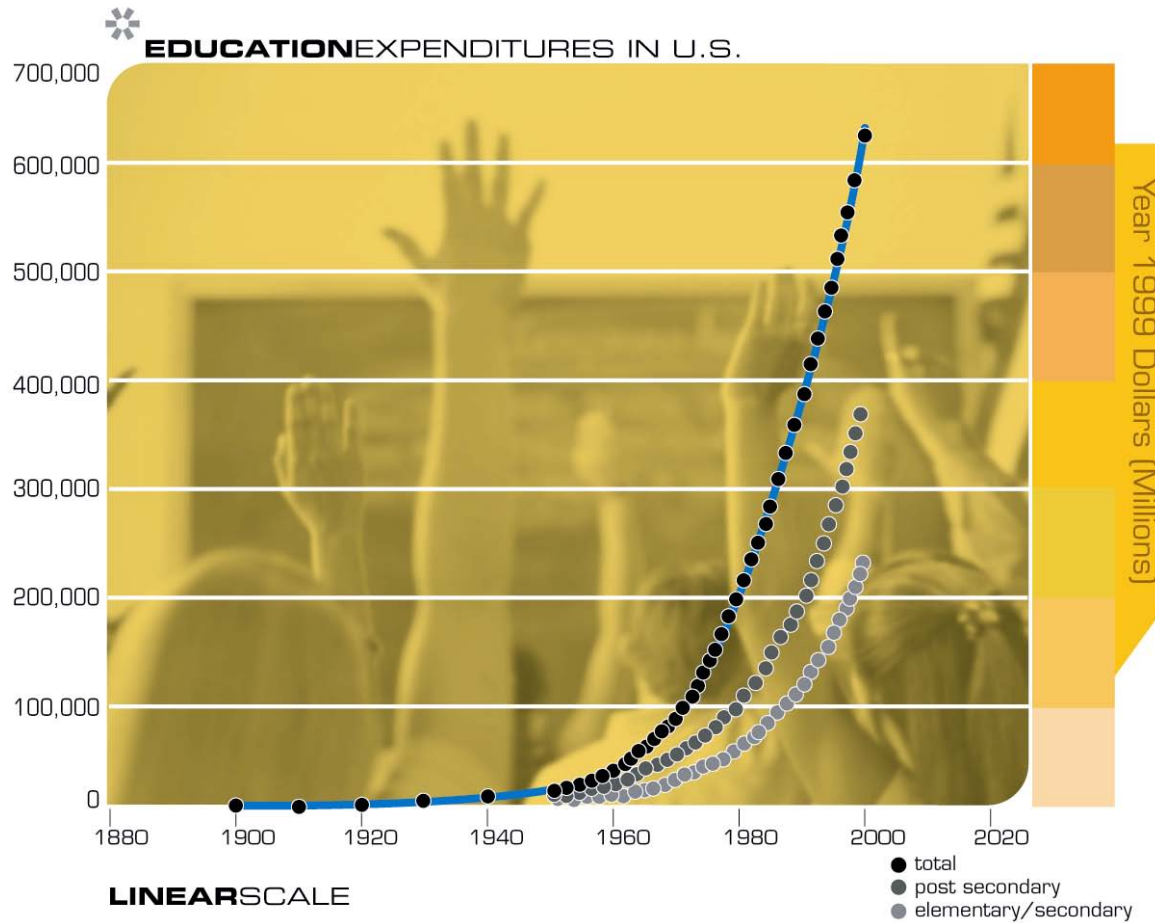
Source: U.S. Department of Commerce

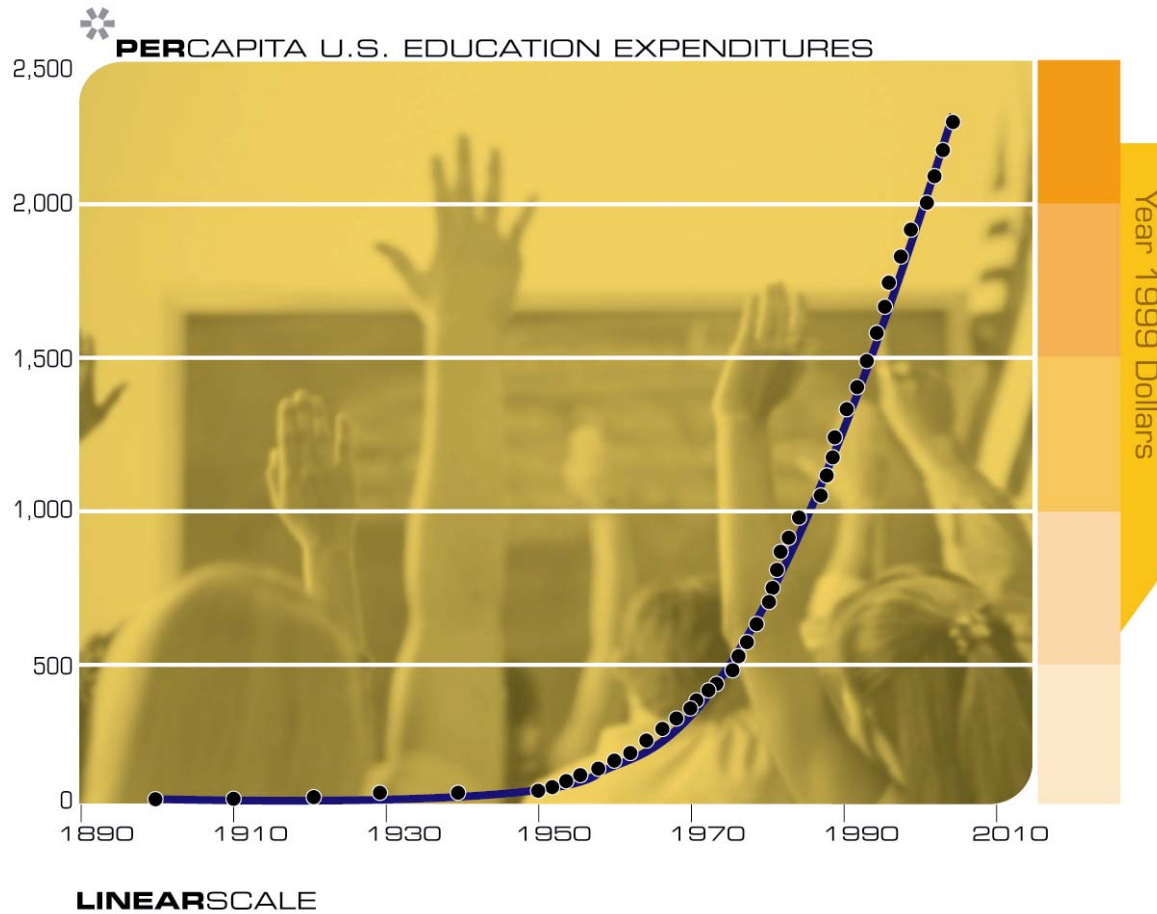
U.S. Patents Granted



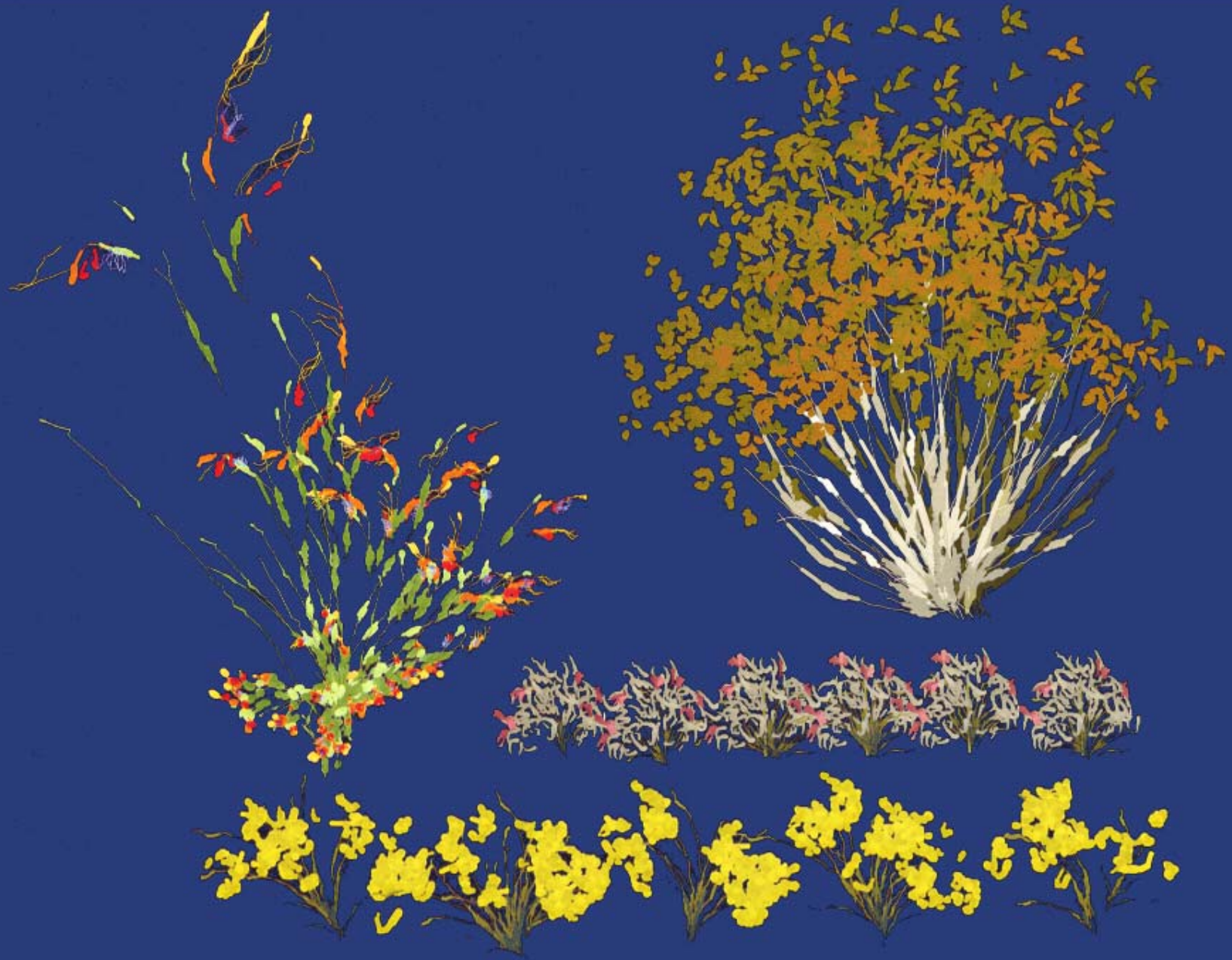
Source: U.S. Patent and Trademark Office

Doubling time: 16 years









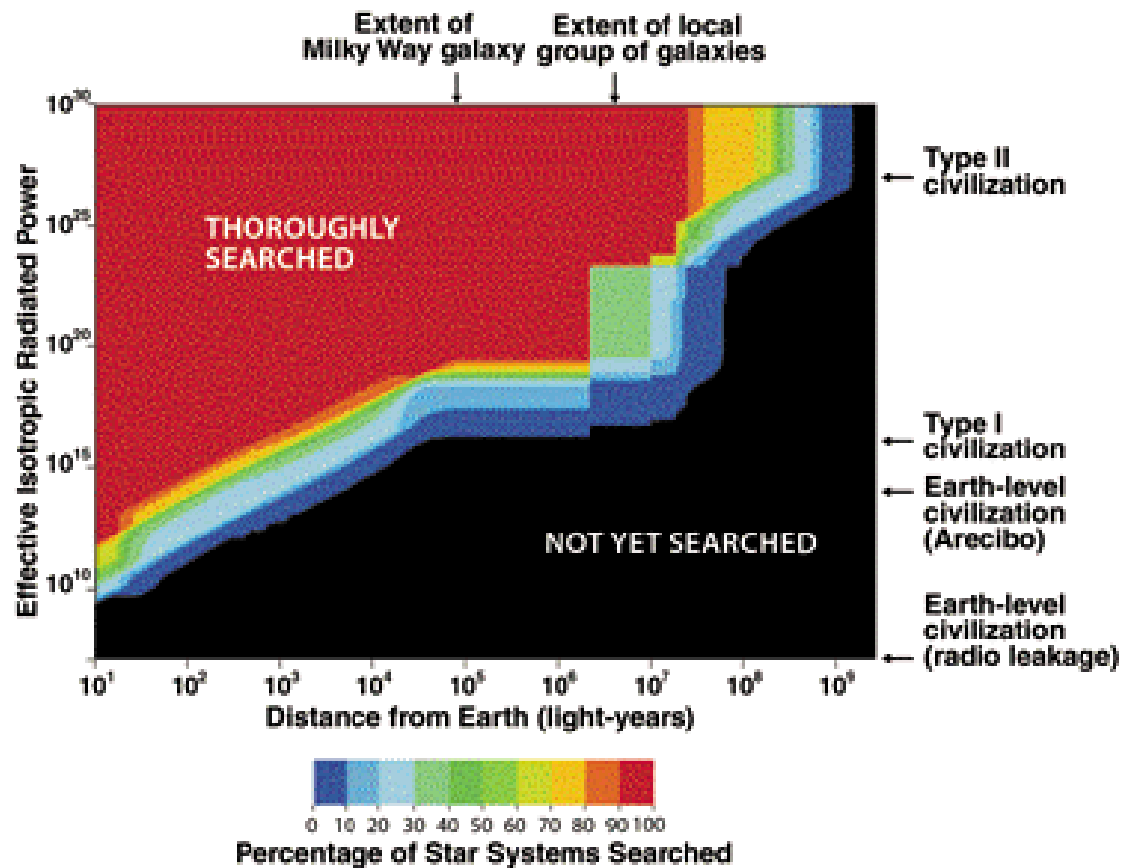












2010: Computers disappear

- Images written directly to our retinas
- Ubiquitous high bandwidth connection to the Internet at all times
- Electronics so tiny it's embedded in the environment, our clothing, our eyeglasses
- Full immersion visual-auditory virtual reality
- Augmented real reality
- Interaction with virtual personalities as a primary interface



2029: An intimate merger

- \$1,000 of computation = 1,000 times the human brain
- Reverse engineering of the human brain completed
- Computers pass the Turing test
- Nonbiological intelligence combines
 - the subtlety and pattern recognition strength of human intelligence, with
 - the speed, memory, and knowledge sharing of machine intelligence
- Nonbiological will continue to grow exponentially whereas biological intelligence is effectively fixed

Nanobots provide...

- Neural implants that are:
 - Noninvasive, surgery-free
 - Distributed to millions or billions of points in the brain
- Full-immersion virtual reality incorporating all of the senses
 - You can be someone else
 - “Experience Beamers”
- Expansion of human intelligence
 - Multiply our 100 trillion connections many fold
 - Intimate connection to diverse forms of nonbiological intelligence

The Challenge from Malthus: “Exponential trends eventually run out of resources”

However...

- The resources needed for computation and communication are close to zero.
- Based on current understanding, there are sufficient resources on Earth for these trends to continue through the 21st Century:
 - During which time nonbiological intelligence will become trillions of times more powerful than biological human intelligence
 - Beyond that: yet lower thresholds, and expansion beyond Earth

- Specific Paradigms do hit limits
 - e.g., the flat IC's of Moore's Law will hit atomic limits within 15 years
 - But then yield to other paradigms
 - Moore's Law is the fifth paradigm, not the first, to provide exponential growth for computing
 - The Sixth paradigm will be 3D molecular computing
 - The brain achieves its power because it computes in 3 dimensions despite an extremely bulky and slow information processing method (10 million times slower than today's electronic circuits)
 - Even Moore's Law by itself will be sufficient to exceed human intelligence

The Challenge from Software: “We’re making exponential gains in hardware, but not software”

- However, we are making exponential gains in software, although the doubling time is indeed longer.

Software Price-Performance Has Also
Improved at an Exponential Rate

Example: Automatic Speech Recognition Software

	1985	1995	2000
Price	\$5,000	\$500	\$50
Vocabulary Size (# Words)	1,000	10,000	100,000
Continuous Speech?	No	No	Yes
User Training Required (Minutes)	180	60	5
Accuracy	Poor	Fair	Good

- There has been increased productivity from new languages, class libraries, software development tools:
 - Doubling time is about 6 years
- Software complexity required to emulate the human brain is manageable:
 - Compressed genome data that describes the human brain is 12 million bytes
 - 6 billion bits X compression factor of 30 X 50% devoted to the brain

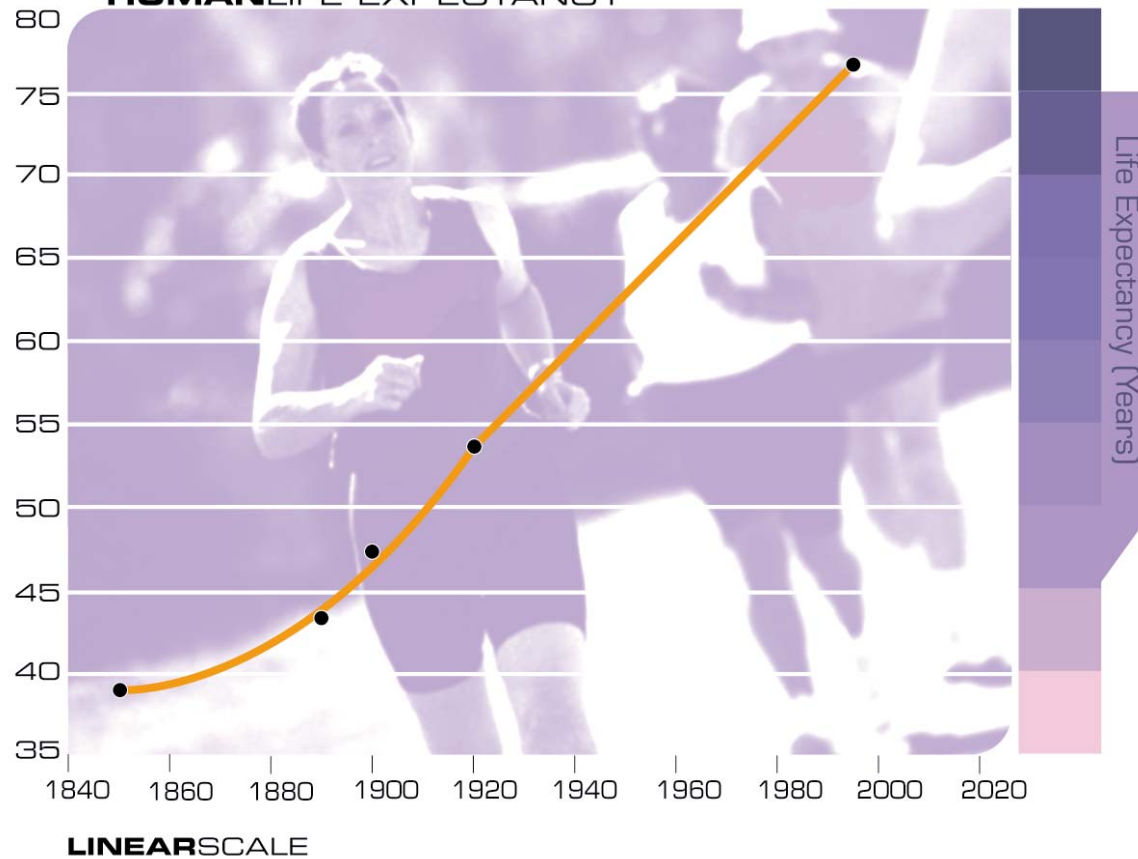
- We have a specific game plan to reverse engineer the human brain
 - Knowledge of the human brain at all levels is growing exponentially
- We will not program human-level intelligence link by link (e.g., the expert system “cyc”)
 - But rather as an elaborate architecture of parallel self-organizing systems
 - Educating such a system will be the hardest part of the software task

The Challenge from Ethics

- There is far less ethical resistance to the development of nonbiological intelligence (including intimate connection with our bodies and brains) than to biological tinkering
- In any event, ethical concerns end up as stones in a stream: the economic and moral imperatives are too strong
- There ultimately will be grave dangers, but the biological downsides are more apparent today



HUMAN LIFE EXPECTANCY



Graphs available at:

KurzweilAI.net

“The Law of Accelerating Returns”

Reference URLs:

Kurzweil Technologies (links to all Kurzweil companies)

www.KurzweilTech.com

AARON and Cybernetic Poet:

www.KurzweilCyberArt.com

KAIN: www.KurzweilAI.net